

DOUBLE
CD ISSUE!

WORLD'S BIGGEST-SELLING AMIGA MAGAZINE



STILL ONLY £5.50
JANUARY 1997 ■ ISSUE 93
Hfl 22.95 ■ US \$11.95

AMIGA FORMAT

OctaMED v6!

The most comprehensive music software yours free! Learn how to make music the easy way inside...

AGA EXPERIENCE
YOUR BONUS SECOND CD!
Packed with games, anims, 3D models and more...

DRAWSTUDIO

A new era of structured art on the Amiga - on test

CHAOS ENGINE 2

The follow up to the Bitmap's smash hit reviewed

PLUS!

BRAND NEW MUSIC-X TUTORIAL, BOGRATS AND WORDWORTH 6 PLUS ALL THE VERY LATEST NEWS...



Bonus Extra CD!

This commercial CD is packed with AGA games, demos, pictures, utilities, 3D models, music, animations and more





(01702) 300441 **CDSoft** 300441

217 - 219 Hamstel Rd - Southend-on-Sea, ESSEX, SS2 4LB

email: sales.pdsoft@cableinet.co.uk

Web Page: [HTTP://www.pdsoft.com](http://www.pdsoft.com)

Please make checks to CDSOFT or order by credit card / switch & delta. Most titles are despatched same day. Vat is INCLUDED on all titles. e2oe

Give us your email for monthly updated catalogue reports.

Office & Retail Outlet open Monday to Saturday 9:30 to 7pm - Tel (01702) 306060 & 306061 - Fax (01702) 300115
Please add 1.00 per title for UK P&P & 2.00 for oversea's Airmail - Order via email & get the most upto date prices.
Check our Web pages (updated every day) for special offers and new releases. Special offers running every day.

 JUNGLE STRIKE £14.99 When the forces of general Kibanda and Carlos Ortega suffer the prospect of rampant terrorism and corruption in east only brightening, it may be unstoppable!	 GLOOM DELUXE £7.99	 GLOOM DELUXE £7.99	 XTREME RACING £8.99	 XTREME RACING DATA £9.99	SPECIAL FEATURE CAPTIAL PUNISHMENT Only £24.99 By Clivebin	 FEARS £8.99	 WORMS £9.99	 ROAD RASH £11	 SPACE HULK £11	 NEW WORMS THE DIRECTORS CUT £23.99 The smash hit of last year is back with more action packed events that over 100,000 copies were sold in 12, per order one of this low price. RELEASE DATE: MIDDLE OF AUGUST 99
 VITAL LIGHT £232 - £7.99 New - £7.99 A game full of utterly addictive action, a game that will test your abilities to the full, a game that has never yet been mastered. * 1 or 2 players * Competition of team * Over 200 levels.	 688 ATTACK SUB £12	 SUPER SKID MARKS £7.99	 SUPER SKID MARKS £12.99	 SUPER SIDMARKS DATA DISK £8.99	 VALHALLA £14.99 In this program in the Black Series 'Valhalla and The Lord of Hellfire' you play infatigable's master in his quest of hatred in the ultimate war in the ultimate goal.	 LEGENDS £17.99	 LEGENDS £12.99	 LURE OF THE T.HRESS £12	 RISKY WOODS £12	 PLAYER MANAGER 2 £11.99 "Do the bid or off, there isn't a game that can beat Player Manager 2 for depth." "1-4, with 4 different playing views. Match reports, but news, active transfer & loan markets.
 SABRE TEAM £3.99 A gripping and engaging game... strong strategy element... allows you to produce a real winner. This is a highly enjoyable and better than many other strategy games available.	 SUPER LEAGUE MAN £8.99	 SUPER TENNIS CHAMPS £8.99	 EXILE £8.99	 ODYSSEY £8.99	 ZEE WOLF 2 £8.99 The newly released Zee Wolf 2 for an excellent price, check out the other offers for this price.	 WEMBLEY INT SOCCER £12.99	 GUARDIAN £7.99	 ROADKILL £7.99	 WING COMMANDER £12	 SIM CITY £11.99 A true classic in computer entertainment, SimCity does you to design & build the city of the dream. SimCity took the computer world by storm. Design without cities from the ground up.
 RISE OF THE ROBOTS £232 - £11.99 1200/4000 - £7.99 A500/A600 - £7.99 "Revolution is in graphics." "Technically this product is probably the most advanced game ever.	 IMPACT £4.99	 WORLD CLASS CRICKET £12.99	 BATTLE FOR THE ASHES £4.99	 WORLD CLASS RUGBY £4.99	 RUGBY LEAGUE COACH £8.99	 WEMBLEY RUGBY COACH £8.99	 G.G. W/CLASS CRICKET £9.99	 G.G. TEST MATCH £8.99	 WAR IN THE GULF £8.99	 KRUSTY'S FUN HOUSE £9.99
 INTER BASE 2 Only £9.99 inc Features all of the power of its predecessor, presented via a greatly improved user interface. The extensive worksheet 2/3 styling is a pleasure to use, even on older 1.2/1.3 Amigas.	 REALMS £11.99	 SUPER STARDUST £12.99	 EURO KICKOFF 3 £7.99	 BUBA & STIX £1.99	 HEIMDALL £1.99	 NINJA WARRIORS £2.99	 STACK UP £1.99	 TITANIC BLINKY £1.99	 HELP £14.99	 SUPER STREET FIGHTER II £3.99
 INTER OFFICE Only £19.99 inc Comes with later Word 2.0, later Spread 2.0, later Interbase 2.0 and later talk 2.0.	 APPROACH TRAINER £18.99	 BLITZKRIEG £7.99	 CLOCKWISE £9.99	 CLUB FOOTBALL £8.99	 CORKER COLL. £14.99	 HEIMDALL 2 £	 WATCH TOWER £	 WHITE DEATH £7.99	 WORLD OF WAR £12.99	 STRIP POKER 2 £7.99
 INTER SPREAD Only £ 9.99 inc Puts you firmly in the driving seat when it comes to forecasting budgeting cash-flow analysis and much more. Also comes with an extensive library of media functions etc.	 TURBO TRAX £7.99	 BUMB & BURN £3.99	 CRYSTAL DRAGON £13.99	 BANSHEE £5.99	 THE CLUE £7.99	 EURO CHAMPS £4.99	 TOTAL CARNAGE £7.99	 DENNIS £7.99	 DISPOSABLE HERO £9.99	 POWER DRIVE £2.99
 INTER WORD Only £ 9.99 inc Is easy to use and its standardised interface goes into your exchange data can be imported from interface, and interpreted.	 F29 RETALIATOR £9.99	 ON TH BALL LEAGUE £4.99	 FOOTBALL GLORY £3.99	 KING PIN £7.00	 ARCHER'S POOL £7.99	 FIELDS OF GLORY £7.99	 BANSHEE £9.99	 ZEE WOLF 2 £18.99	 TACTICAL ITALIA £7.99	 TOTAL CARNAGE £7.99
 INTER TALK Only £9.99 inc Tap into the whole new world of this versatile communications program. Phone your favourite on-line services!	 SHAO-FU £9.99	 ON THE BALL W/C £4.99	 TACTICAL MANAGER £7.99	 SYNDICATE £12.99	 KID PIX £12.00	 DUNE 2 £12.99	 POPULAS £12.00	 CANNON FODDER £12.99	 TOP GEAR 2 £7.99	 JURASSIC PARK £12.99
 SPELL & PUNCTUATION £12.99	 GERMAN 8-16 £12.99	 EARLY ESSENTIALS £12.99	 JUNIOR ESSENTIALS £12.99	 ESSENTIALS MATHS £12.99	 MATHS NUMBERS £12.99	 MATHS ALGEBRA £12.99	 MATHS GEOMETRY £12.99	 MATHS STATS 8-16 £12.99	 ENGLISH 8-16 £12.99	 SPELLING 9-16 £12.99
 FRENCH 8-16 £12.99	 SCIENCE 8-12 £12.99	 DINOSAURS £12.99	 HEAD PIKES - MIC £14.99 - £27.99 * 1.5mhz * Super Microphone * Easy to use * Suitable for internet * Comes with Free PC internet software.	 SCREENBAT 4 ACTIVE STEREO £12.00 - £29.00 * 19 Watt Stereo speakers * Magnetically shielded * Frequency Response 10 - 20,000Hz.	 SCREENBAT 1 PASSIVE £12.00 - £29.00 * 19 Watt Stereo speakers * Magnetically shielded * Frequency Response 10 - 20,000Hz. * Stereo Imaging * Breakout included * Coprocessor Design.					

Give us a ring if you do not see what you want
Some titles are limited and will go out of stock quickly.

It's Time for a Change of Gear

IBrowse Ver 1.10



IBrowse has already been voted the Web Browser of choice by the press and its users alike. Now, with version 1.10, IBrowse massively extends its lead over the opposition.

Some of the features of IBrowse version 1.10 are:

- Support for HTML 1.2 and 3 as well as Netscape™ extensions - so your web browsing is a pleasure. **Frames are fully supported.**
- The window layouts and user interface can be customised to your own liking, great flexibility.
- Compatible with all TCP/IP stacks so surfing is cool and easy.
- Ho!ist stores all your favourite web sites, History list shows all the pages you explored during a session. Cached pages for instant backward access.
- Supports animated GIF, JPEG, interlaced & transparent GIF; play or view any sound, graphic or movie using the appropriate datatype.
- Opens on any Amiga screen and supports all video cards e.g. CyberGraphX.
- Load stored or cached pages from hard drive or CD-ROM.
- Includes FTP plugin to make downloading as simple as point-and-click.
- Fast and friendly module for gopher hunting.
- Built-in support for email - send messages from any page with email link.
- Superb manual and full technical support from HiSoft.
- Requires 3Mb free memory, 3.5Mb hard drive space and WB3.

Free Amiga Surf'n' Book (worth £6.99) with every copy ordered from HiSoft before Christmas '96!

Upgrade only £5 on disk or free on the web!

£29⁹⁵

MediaMagic

MediaMagic is a superb new product for designing and playing quality presentations on your Amiga, at the right price.

- MediaMagic sports an interactive, user-friendly and intuitive interface so that building presentations becomes a joy. Fully compatible with graphic cards.
- The MediaMagic editor uses drag-and-drop for easy, hierarchical positioning of objects and allows the editing of several scripts at once.
- You can use all sorts of graphic images in your masterpiece with MediaMagic's support for all IFF-ILBM data formats, including ILBM-24, which are converted to HAM6 or HAM8 automatically.
- You can incorporate a wide variety of music & voice samples to liven up your presentation. MediaMagic supports common music modules such as Sound-, Pro-NoiseTracker as well as Octamed and Octamed Pro (8 voice) & RSVX files.
- Working with animations is easy with MediaMagic's support for IFF animations in Anim5, Anim7 and Anim8 formats.
- Business charts can be created directly in the program.
- OS 2.x and OS 3.x compatible, simple controls, fully multitasking.
- Requires 2Mb RAM, OS2.x up and hard disk recommended.

£49⁹⁵

DiskMagic 2

DiskMagic is the friendliest file manager on the Amiga and now version 2 takes this fine product to new heights of usability and functionality - probably the easiest-to-use and most versatile file management utility on the Amiga. Here's some of the things that you can expect:

- Support for LZX archive format, the new standard in Amiga compression.
- Many new functions including: super-fast delete command, extra filetype options, additional AREXX commands and internal functions.
- New output window preference.
- File encryption.

DiskMagic 2 comes complete with a library of icons for gadgets and a comprehensive user manual.

£39⁹⁵
Upgrade
£12.95

HiSoft C++

At long last there is a new, and extremely powerful, C compiler for the Amiga, at the right price. HiSoft C++ comes in two versions, Developer and Lite; here's a brief list of features, call for more detail:

- The Compiler compiles at high speed in line with the AI&T 311 C++ standard, is AREXX controllable, integrates seamlessly with the editor, includes a project manager and generates code for 68000-68030 and the 68881,2 FPU. C.L1 version included.
- The Editor uses multi-windows, is syntax-sensitive, handles as many files as you like, includes an AREXX interface and supports full keyboard shortcuts.
- The C++ Debugger (Developer only) uses multi-windows, with drag-and-drop technology, allows break-points, variable tracking and much more.
- The Devpac 3 Assembler is included for low-level work.
- The Easy Object Library (Developer only) is included which eases resource handling and use of data structures (lists, large arrays etc.), along with BOOPSI support, error handling with exceptions and online documentation.
- The Hot Help (Developer only) system can be activated at any time and gives you full, expandable online help even with an AREXX port.

HiSoft C++ needs 4Mb RAM, OS2.x up & a hard disk.

£79⁹⁵
Lite
Version

£169
Developer
Version

SMD-100

The SMD-100 is a brilliant new concept for home entertainment. Using your existing SCSI CD-ROM, you can now access the world of Digital Video - superb 24-bit quality video with crystal-clear 16-bit sound. Here's what you can do with the SMD-100:

- Play any VideoCD or CD-i Movie through your Amiga monitor or through your home TV set.
- Use the supplied remote control to skip tracks instantly, to view your favourite scenes in silky-smooth slow motion, to grab a frame with the rock-solid pause facility and move speedily through the film with the fast forward and rewind functions.
- Use the SMD-100 as part of your Amiga SCSI chain or take it, along with your CD drive, next to your normal television, for all-the-family viewing.

There are many hundreds of VideoCD titles available, all featured in our extensive catalogue. The SMD-100 VideoCD/MPEG player—a command performance, time after time, after time.

Hot News

TermiteTCP now
£39.95!

Cinema4D ver
3 Released!

CD-ROM Prices
Slashed!

Phone, write or email
for more detail



£199
inc Free
VideoCD



Squirrels are Cool!

To Order

0500 223660

Punch those keys for free!

To order the products on this page, or any other HiSoft product for the Amiga (and we have over 40 titles for your computer!) just Freecall 0500 223660 armed with your credit or debit card (all cards accepted). Postage is normally £2 - £4 within the UK or £6 for a guaranteed next day service (for goods in stock). All prices include UK VAT. Alternatively you can write to us or order through our web page. © HiSoft 1996. E&OE.

HiSoft
SYSTEMS

The Old School, Greenfield
Bedford MK45 5DE UK
Tel: +44 (0) 1525 718181
Fax: +44 (0) 1525 713716
email: sales@hisoft.co.uk
web page: www.hisoft.co.uk

CHAOS ENGINE 2

Work on and development of the fast-paced, 3D, first-person shooter, Chaos Engine 2, has been completed.

CHAOS ENGINE P38
The Bitmap Brothers finally release their long-awaited sequel to the fantastically popular *Chaos Engine*.

MailBag

Send your letters to **Letters** in the **Editor**, please forward to **Mailbag** at **Amiga Format**, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000.

MAILBAG P98
We value your opinions and we get sackfuls of letters every month - find out whether we printed yours.

Wordworth 6 Office

Whatever your office needs there'll be a software solution in this new bundle from Digita.

Wordworth 5 Office P64

Whatever your office needs there'll be a software solution in this new bundle from Digita.

Advanced AREXX Coding

Recursive Tree Sorts Part 2

Recursive tree sorts - the concluding chapter. Paul Overaa makes it all sound so easy!

AREXX P92

Recursive tree sorts - the concluding chapter. Paul Overaa makes it all sound so easy!

CyberSCSI MARK 2

Faster than a speeding bullet. Simon Goodwin shows you how you can add the power of SCSI to your Cyberstorm.

CYBERSCSI MK 2 P69
Faster than a speeding bullet. Simon Goodwin shows you how you can add the power of SCSI to your Cyberstorm.

AGA Experience

This complete commercial package was released just over a year ago - but comes free with this month's Amiga Format and here's where we tell you exactly what you've got.

AGA EXPERIENCE CD VOLUME 1 P105
This complete commercial package was released just over a year ago - but comes free with this month's Amiga Format and here's where we tell you exactly what you've got.

EXCLUSIVE Amiga Format special Offer

SAVE £7

MakeCD

It's certainly made production of AFCD9 easier. This new German program is strong competition in the emergent CD-ROM market.

MAKECD P65
It's certainly made production of AFCD9 easier. This new German program is strong competition in the emergent CD-ROM market.



Nick Veitch
Editor

Month In View

Could an end really be in sight for the tortuously long "who owns the Amiga" affair?

Rarely is a good word. It is a word that I like to think describes how often we are surprised by events in the Amiga industry. But this is one such occasion.

We were of course aware of the difficulties Viscorp were having in finalising a deal to purchase Amiga Technologies, and it wasn't too much of a shock when we learnt this month that the reason for the delay was a lack of hard cash in the Viscorp coffers.

What did surprise us though was the news that a third party had entered the fray. Although we were aware that Quikpak had vague interests in the Amiga market, being a major Escom creditor, Amiga distributor and manufacturer of

the A4000T, we never suspected they wanted to buy the company.

Even more of a surprise was the revelation that they have already designed two new high-end Amigas, ready for production should they reach a deal with the Escom liquidator.

It is a deal which is far from finalised and it would be premature to proclaim that the Amiga's three year game of pass-the-parcel has finally reached the last piece of wrapping paper, but here's hoping. In the meantime, even the suggestion of an end-in-sight is going to bring confidence back to the industry. Here's hoping we have something more excellent to tell you next month...



AF NEWS

11 NEW OWNERS?

Quikpak emerge as buy-out contenders.



12 NET CORNER

A round up of what's new on the web.

14 OOH YOU RUFFIAN

The puzzling platformer finally on sale.

17 SHOW OF STRENGTH

Ben Vost reports back from Cologne.

The crowds thronged, bought and talked. Page 17



A new player in the increasingly interesting game of 'whose going to buy the Amiga'?

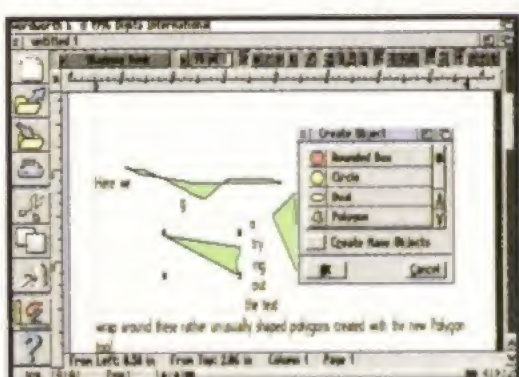
AF SERIOUSLY AMIGA



58 DRAWSTUDIO

At last, a powerful and feature-packed structured art package for the Amiga.

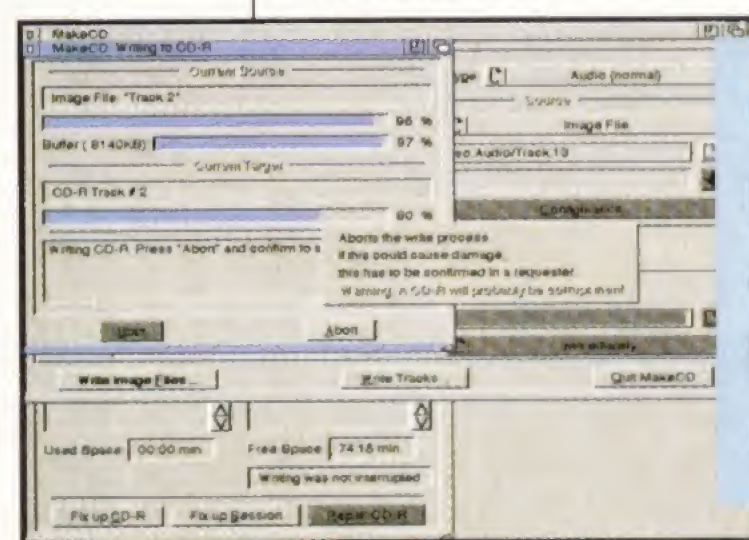
DrawStudio



64 WORDWORTH 6 OFFICE

The complete office solution bundled with the latest version of Wordworth.

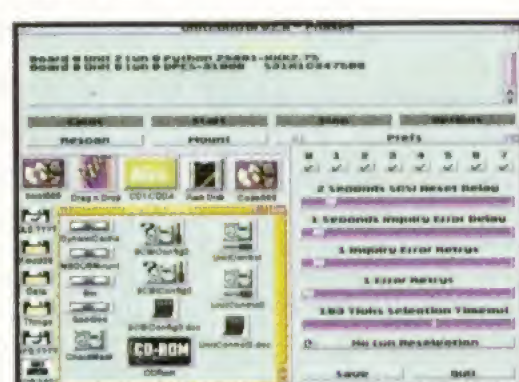
Wordworth 6



66 MAKECD

Finally, a challenger to take on the might of MasterISO. Nick Veitch tests this new CD cutting software.

MakeCD



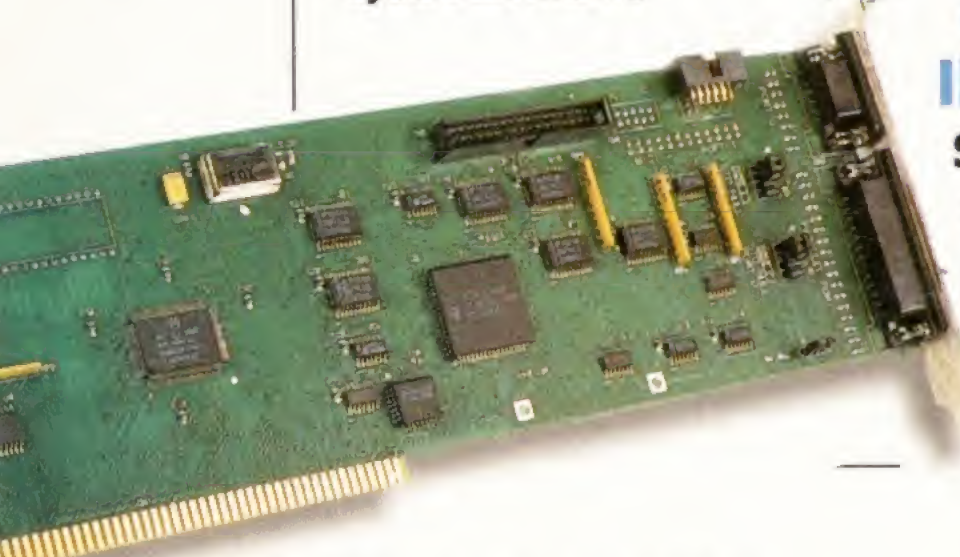
69 CYBERSCSI MK 2

Updated SCSI support for the Cyberstorm accelerator card. Simon Goodwin is very impressed.

CyberSCSI Mark 2

70 ZORRO INTERFACE EXPANSIONS

Simon Goodwin reviews the BSC Multiface 3 and GVP's IO Extender.



AF CREATIVE

86 MUSIC X

Learn how to use this very popular sequencing program.

88 DRAWING A WAGE

How to get started in computer arts.

90 REAL 3D 2

Animate your Real 3D creations.

92 AREXX

Paul Overaa tackles recursive tree sorts.

94 MULTIMEDIA

Adding special effects to your presentation.

96 BLITZ

John Kennedy adds buttons and gadgets.

AF REGULARS

52 PD SELECT

Festive fonts and Xmas clipart plus all you ever wanted to know about colds and flu.

73 WORKBENCH

Our experts give you the answers.

76 AMIGA.NET

Darren Irvine scours the net.

80 SUBSCRIPTIONS

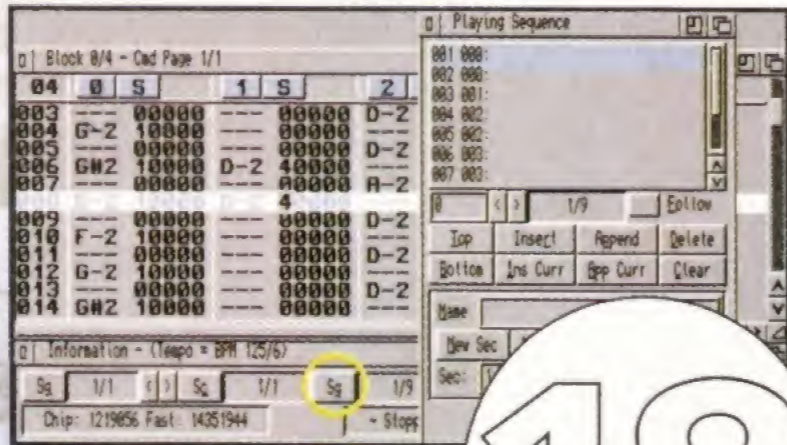
A new superb offer.

98 MAILBAG

So, what do you think?



OctaMED



page 18

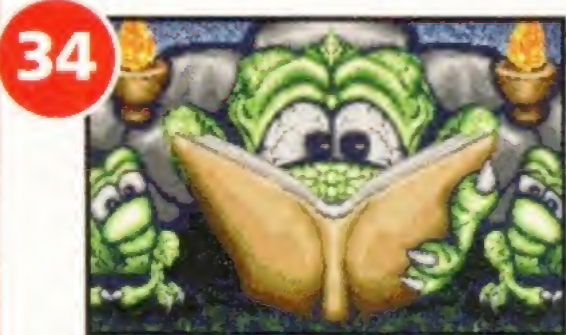
We've given you the software for free - now discover exactly how to create your own music using your Amiga. Just slot in the disk and **John Kennedy** will lead the way...

AF 26 CPC & MSX EMULATION



Relive those classic eighties gaming moments on your Amiga. **Simon Goodwin** investigates the possibilities of CPC and MSX emulation.

AF SCREENPLAY



Bograts

31 PREVIEWS
What's gonna be topping the charts in '97?

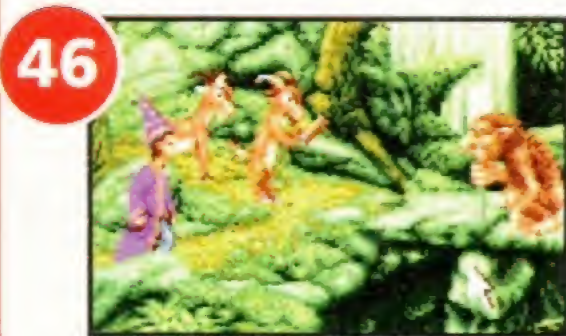
34 BOGRATS
Guide junior to safety in this puzzling platform adventure.



Chaos Engine 2

38 CHAOS ENGINE 2
Do battle with the computer or your mates in this long-awaited sequel.

42 READER GAMES
Find out how good your efforts were.



Gamebusters

46 GAMEBUSTERS
You asked for it, now you've got it - the complete solution to *Simon the Sorcerer* plus hints and tips on a host of other games.



Coverdisks

OctaMED 6



Disk A

The full version of the Amiga's greatest music making package yours for free on our exclusive Coverdisk

p110

Bograts & Gravity Fight



Disk B

Try our exciting demo of the latest game from Vulcan. Plus: especially for those without an A1200, the thrilling Gravity Fight

p108

CD-ROM

You've got all the superb programs that grace the Coverdisks but you also get the chance to try out a demo of the fantastic new *Format Gold* winning art package, *DrawStudio*, and *Virtual Karting Deluxe*. Plus much, much more.

p104

AGA Experience CD guide p106



Coverdisk Instructions

AMIGA FORMAT

p109



**"World of A1200" & "Top 100 Games"
CDs FREE with every CD ROM drive!!!**

EXTERNAL SCSI HARD DRIVES

Top quality drives in a top quality metal enclosure with cooling fan, in built power supply and SCSI ID selector.

**540MB SCSI HARD DRIVE
£234.99**

**1GIG SCSI HARD DRIVE
£314.99**

2GIG SCSI HARD DRIVE £399.99

(deduct **£50.00** for uncased drive)



DATAFLYER SCSI+

Now includes CD ROM drivers and instructions.

The Dataflyer is a 16 bit SCSI II controller card that converts the signals on the internal IDE interface to also run SCSI devices at the same time as the IDE hard drive. The Dataflyer SCSI+ will operate up to 5 SCSI devices such as CD-ROMS, hard drives, SyQuest removable drives, tape back up drives etc. Unlike other SCSI interfaces, the Dataflyer SCSI+ is compatible with all known accelerators etc and it does not stop you from utilising any of the important expansion ports on your A1200/A600. The Dataflyer SCSI+ easily installs into the A1200/A600 (simply pushes in, no need to remove the metal shield) and provides a 25 way D connector through the blanking plate at the back of the A1200. Full instructions and software supplied.



DATAFLYER ONLY £79.99 or £49.99

when purchased with a SCSI device

SQUIRREL ONLY £49.99 or £39.99 when

purchased with a SCSI device

SURF SQUIRREL £89.99 or £64.99 when

purchased with a SCSI device

MEMORY EXPANSIONS

A1200 trapdoor fitting memory expansions feature a battery backed clock and a socket for an accelerator FPU.

**NEARLY DOUBLES THE
SPEED OF THE A1200**

4MB MEMORY EXPANSION £74.99

8MB MEMORY EXPANSION £94.99

33MHZ 68882 FPU (PLCC) £29.99 or
only **£24.99** when purchased with above



MODEMS

Our highly rated, top quality feature packed modems are ideal for Amiga users. All modems include our **FREE MODEM ACCESSORIES PACK** (worth **£10.99**) which includes a cable to connect the modem to the Amiga, NCOMM comms software, Amiga Guide to Comms and a list of Bulletin Boards from which you will be able to download vast amounts of free software as well as have access to E-MAIL facilities.



- MNP 2-4 Error Correction • MNP 5 Data Compression
- Fax Class 1 and II compatible, Group 3 • Hayes Compatible
- Full 80 page manual • 12 Months guarantee

14400 MODEM £69.99

28800 MODEM £109.99

NET AND WEB SOFTWARE £34.99

DISCOLOGY

Discology is the ultimate in disk copying power for the Amiga. The package comprises the Discology Disk, manual and Discology cartridge for making copies of heavily protected programs with an external disk drive. Discology will also format disks, check disks for errors etc.



ANTIVIRUS

Anti Virus Professional is the most powerful tool for detecting and removing viruses. Anti Virus pro will check and device hard drives, floppy disks and even CD ROM drives for viruses. Very straightforward to use, includes a full 50 page manual.

**ORDER NOW BEFORE A VIRUS
DESTROYS YOUR SYSTEM !!!**

PLEASE PHONE FOR A FULL INFORMATION SHEET

**£19.99 EACH OR BUY
BOTH FOR £24.99**



ALSO AVAILABLE...

CLOCK CARTRIDGE £19.99

ASIM CDFS £49.99

CACHE CDFS £44.99

EPIC ENCYCLOPEDIA CD £19.99

**WORLD OF A1200 CD and TOP 100
A1200 GAMES CD £7.49 EACH or
FREE with every CD
ROM drive!!!**

**Freephone 0500 340548
to place your order**

APOLLO A1200 ACCELERATORS



**APOLLO
1230
LITE £99.99**

68030 with MMU and FPU. Will take a 4mb or 8mb SIMM.



APOLLO 1230/50 PRO £159.99

As above running at 50mhz with two SIMM sockets. Can take up to up to 64mb of RAM. FPU and MMU fitted as standard. SIMM sizes can be mixed or matched. SIMMs can be single or double sided. Fully PCMCIA compatible.



APOLLO 1240/60

68040/68060+MMU based A1200 accelerator. Features battery backed clock and a 72 pin socket for a standard 72 pin SIMM (up to 128mb). Fully featured, fan cooled trapdoor fitting accelerator.



APOLLO 1240/25	£229.99
APOLLO 1240/40	£299.99
APOLLO 1260/50	£489.99

4MB SIMM £34.99
8MB SIMM £59.99 OR
16MB SIMM £99.99 WHEN
 PURCHASED WITH AN
APOLLO ACCELERATOR



HARD DRIVES

2.5" HARD DRIVES



Our high speed 2.5" IDE hard drives for the Amiga A1200 & A600 computers come complete with fitting cable, screws, partitioning software, full instructions and 12 months guarantee.

All drives supplied by us are formatted, partitioned and have Workbench (WB2 for the A600 and WB3 for the A1200) installed for immediate use. Fitting is incredibly simple; if you can plug the mouse into the mouse socket, you can plug the hard drive into the hard drive socket.

FREE WHILE-YOU-WAIT FITTING SERVICE FOR PERSONAL CALLERS. PLEASE PHONE FOR APPOINTMENT.

FREE 'HOW TO FIT YOUR HARDDRIVE' video and Stalder disk to increase the drive's capacity with every hard drive ordered

85mb	£89.99
420mb	£129.99
1080mb	£159.99

A500+420mb Hard Drive £209.99



CD-ROM DRIVES

COMPAQ DOUBLE SPEED CD-ROM DRIVE WITH SQUIRREL

Fully featured SCSI CD-ROM drive for use with the A1200 or A600. Simply connects via the PCMCIA port.

COMPAQ DOUBLE SPEED CD-ROM with Squirrel ONLY £139.99
6 SPEED + SQUIRREL £209.99
8 SPEED + SQUIRREL £259.99



ULTRA CD-ROM DRIVE



Superb IDE CD-ROM drive system for the A1200. Fully featured, top quality drives in a top quality enclosure with built in power supply. All cables, instructions, software including CD32

emulator and audio CD player etc., included for immediate use. The CD-ROM interface supply plugs inside the A1200 (exceptionally easy to fit by anybody) and provides a connector in the blanking plate at the rear of the A1200, next to the mouse socket.

PLEASE PHONE FOR FURTHER DETAILS AND INFORMATION SHEET

ULTRA 4 SPEED £169.99
ULTRA 8 SPEED £199.99

MEDIAVISION RENO CD-ROM

Double speed CD ROM DRIVE complete with power supply, SCSI cables, docking station and full instructions. Also includes stereo headphones and carrying case for use as personal CD player.



RENO CD WITH SQUIRREL £149.99

ZIP DRIVES

Highly rated SCSI drive will store 100mb per cartridge. Comes complete with power supply, SCSI cable, instructions and cartridge.



ZIP DRIVES £159.99 OR
£199.99 with Squirrel



EZ FLYER

Incredibly fast (up to 4x faster than a ZIP drive) SCSI drive will store a massive 230mb per cartridge. Comes complete with power supply, SCSI cable, instructions and cartridge.



THE ULTIMATE REMOVABLE DRIVE



EZ FLYER £299.99



No.1 FOR MAIL ORDER

No.1 FOR AMIGA IN MANCHESTER

Order NOW for immediate despatch

FREEPHONE 0500 340548

(credit/swift) card sales only

for enquiries

tel: 0161 796 5279

fax: 0161 796 3208

Send cheques or postal orders (made payable to Siren Software) or credit card details to:-

**SIREN SOFTWARE,
178 BURY NEW RD,
WHITEFIELD,
MANCHESTER
M45 6QF,
ENGLAND**

Access, Visa, Switch, Delta, Connect etc accepted

OPEN:

Monday to Friday 9am to 6pm
Saturday 9am to 12pm
Personal callers welcome.

Please phone first to check availability of any item.

DIRECTIONS:

From the M62 Junction 17 head towards Bury. We are 50 yards on the right hand side after the third set of lights. The door to our premises is next to the florists opposite the Masons Pub.

All prices include VAT. Postage and packing will be the price of £3.50 per order (U.K.), £7.50 Europe and £12.50 rest of the world.

THE WORLD'S FASTEST and... now the BEST VALUE too!



THE FASTEST RANGE OF AMIGA BOARDS AVAILABLE, NO ONE ELSE COMES CLOSE!
COMPARE THE PERFORMANCE FIGURES BELOW FOR YOURSELF

Standard A3000	4.45
Standard A1200	4.33
Standard A4000	4.45
A1200 with 1240T/ERC, 2040ERC or Cyberstorm II graphics	9.91
Standard A4000	19.10
Amiga with 1240T/ERC, 2040ERC or Cyberstorm II graphics	30.00
A1200 with 1260, 1260 & 1MB	38.71
A1500/2000 with 2060, 2060 & 1MB	38.71
A4000 with Cyberstorm, 060 & 1MB	59.85

68040 VERSION CAN BE EXPANDED TO A FULL 68060

CYBERSTORM II

AMIGA 68040ERC and 68060 ACCELERATORS

Now you can choose between the 68040ERC Cyberstorm II or the ultra powerful 68060 version. When you fit a Cyberstorm II 68060 Accelerator to your A3000, A3000T, A4000 or A4000T you can, for example, render a graphic with Imagine 2.0 software in just 2.4mins... Compare that with a massive 10.34 mins on a standard A4000 '040/25'. With no jumpers both Cyberstorm IIs are fully plug and play and A4000 users can choose the option of a SCSI-2 module (A3000 users already have SCSI built into their Amiga hardware).

- Up to 128Mb of standard SIMMs can be installed and you can even transfer the 72pin SIMMS from your Amiga A4000 straight onto your new Cyberstorm.
- Optional SCSI-2 module available
- If your budget currently only covers the cost of a Cyberstorm II 68040ERC, you can always upgrade later to the full 68060 processor for extra power.

NEW Cyberstorm II 40MHz 68040ERC - 0Mb - Expandable to 128Mb	£349.99	PRICE CRASH
Cyberstorm II 50MHz 68060 - 0Mb - Expandable to 128Mb	£649.99	PRICE CRASH
Cyberstorm II SCSI-2 Module	£89.99	
Cyberstorm II SIMM RAM Expansions (please call for prices)	&Call	

NEW 3D VERSION!
(Available September)

CYBERVISION 64

64-BIT ENGINE A2000/3000/4000 (T Series) 3D Version 24-BIT COLOUR ACCELERATED GRAPHICS CARD.

For all Zorro-III Amigas & Tower System A1200s with Zorro-II backplanes. The core of this great board is the NEW VIRGE GRAPHICS CHIP from S3. With 3D capabilities it's able to process complex 3D functions in hardware (eg. shaded/texture surfaces) with Trilinear Filtering and Shading/Popping for super realistic Real Time 3D Rendering. When used with CyberGraphX 3D Library, Cybervision 64/3D can even offer a broad range of 3D facilities for any software developer. **OPTIONAL EXPANSIONS:**

- MPEG Decoder - added to the Feature Connector to provide real time MPEG audio and video decoding at full size custom screens or on Workbench windows (HQ display using 1624 Bit modes from CyberGraphX Workbench). Stereo audio output is provided via the supplied dedicated line output jack. Upgrade to a Cybervision 64/3D and MPEG bundle (from previous Cybervision 64 for a SPECIAL LOW PRICE! - Call for full details now!)
- Monitor Switcher - with integrated scan line doubler. Designed to fit into the Amiga slot this gives automatic switch over from the standard Amiga signal to Cybervision 64/3D's output. Both cards may be fitted inside A3000/4000 models leaving three Zorro-III slots free. **£219.95**

Cybervision 64/3D...	DISCON £399.99	4Mb Version	£299.99	
Options...	MPEG Decoder	£174.99	Monitor Switcher	£84.99

Comparative MIPS performance figures measured using SysInfo. Each board had the appropriate SIMM fitted (required to activate accelerator).

BLIZZARD 1230-IV, 1240T/ERC & 1260 ACCELERATOR BOARD FEATURES...

- May be disabled with Simple Keystroke on boot up - For Full Games compatibility, even badly programmed/older Software!
- Battery Backed Self-Refresh Real Time Clock
- High Performance Expansion with Full 12 bit wide DMA
- Easy Trapdoor Installation - no modifications required (1240T/ERC, fits in Tower)
- 1230-IV features PGA FPU Socket allowing Optional 50MHz 68801 FPU

1230-IV
A1200 TURBO ACCELERATOR and MMU/FPU - 50MHz 68030
0Mb Standard, Exp. to 128/256Mb
030
9.91MIPS with 60 Nanosecond SIMM fitted

Blizzard 1230 MkIV Turbo Accelerator Memory Board
The highest performing 68030 accelerator available for your A1200! With its 50MHz 68030 and MMU, the 1230-IV offers BETTER PERFORMANCE at a LOWER PRICE! With a SysInfo rating of 9.91 (using a 60 Nanosecond SIMM) you can see the 1230-IV is very fast... a performance gain of up to 500% is achieved! Options via its Fast Expansion Bus include Modules such as a SCSI-2 Controller. An industry standard SIMM socket provides for up to 128Mb of auto-configuring 32-Bit FAST RAM (or up to 256Mb with the SCSI-2 option using its extra SIMM socket).

1230-IV Turbo 50MHz 68030 & MMU/FPU, 32-Bit Fast RAM	Expandable to 128/256Mb	£159.99	PRICE CRASH
Fast 60 Nanosecond SIMM RAM Expansions	32-Bit, 72 pin (Call for prices)	&Call	
Motorola Maths Co-processor	68882 PGA type FPU, 50MHz	&Call	

SCSI-IV KIT SCSI-2 Module for 1230-IV, 1240T/ERC and 1260, with additional 128Mb SIMM socket (Fast SCSI-2 DMA Controller - up to 10Mb/sec transfer rates with additional SIMM socket allowing extra memory to be fitted) **£89.99**

1240
A1200T TURBO ACCELERATOR and MMU/FPU for TOWER SYSTEMS
40MHz 68040 - 0Mb Std, Exp. to 128/256Mb
30MIPS with 60 Nanosecond SIMM fitted

Blizzard 1240T/ERC Turbo Accelerator Memory Board
A super LOW COST A1200 Turbo Accelerator Board, ideal for housing on any 'Tower System' A1200 main board (mechanical dimensions, high power consumption and heat emission require an active cooling cap - we therefore do not recommend fitting to standard A1200s without the appropriate modifications etc.). The 'ERC' Processors used on these boards are recycled and vigorously tested 68040 CPUs operating at 40MHz with MMU/FPU - an excellent guaranteed and competitively priced alternative. Available options such as the SCSI-IV Kit and RAM are shared with the Blizzard 1230-IV and 1260.

1240T/ERC Turbo 40MHz 68040 & MMU/FPU	0Mb, 32-Bit Fast RAM - Expandable to 128/256Mb	£279.99	Can be expanded to FULL 68060
---------------------------------------	--	----------------	-------------------------------

1260
A1200 TURBO ACCELERATOR and MMU/FPU - 50MHz 68060
0Mb Standard, Expandable to 64/192Mb
38.71MIPS with Single Sided 60/70 Nanosecond SIMM

The Blizzard 1260 Turbo Accelerator Memory Board
offers Amiga A1200 owners FULL 68060 POWER with a board that plugs into the trapdoor slot! Your A1200 will operate at twice or even three times the speed of an '040 based upgrade and up to five times the speed of a standard A4000! Available options such as the SCSI-IV Kit and RAM are shared with the Blizzard 1230-IV and 1260.

1260 Turbo 50MHz 68060 & MMU/FPU	0Mb, 32-Bit Fast RAM - Expandable to 64/192Mb	£579.99	PRICE CRASH
----------------------------------	---	----------------	--------------------

2040
A1500/2000 TURBO ACCELERATOR and MMU/FPU - 40MHz 68040
0Mb Standard, Expandable to 128Mb
30MIPS with 60 Nanosecond SIMM fitted

Blizzard 2040ERC Turbo Accelerator Memory Board
The Blizzard 2040ERC is a super new LOW COST board which offers A2000 owners the opportunity to upgrade to the same performance as our Blizzard 1240T/ERC board. Users will then be able to enjoy full A4000/640 power as well as take advantage of the built in SCSI-2 interface. The 'ERC' Processor used on these boards are recycled and vigorously tested 68040 CPUs operating at 40MHz with MMU/FPU - an excellent guaranteed and competitively priced alternative.

2040ERC Turbo 40MHz 68040 & MMU/FPU	0Mb, 32-Bit Fast RAM - Expandable to 128Mb	£329.99	Can be expanded to FULL 68060
-------------------------------------	--	----------------	-------------------------------

2060
A1500/2000 TURBO ACCELERATOR and MMU/FPU - 50MHz 68060
0Mb Standard, Expandable to 128Mb
38.71MIPS with 60/70 Nanosecond SIMM fitted

Blizzard 2060 Turbo Accelerator Memory Board
offers A1500/2000 owners the same specification as the Blizzard 1260 Turbo (A1500/2000s will operate at up to five times the speed of a standard A4000) with FULL 68060 POWER & also includes built in SCSI-2 interface! If you want the fastest A1500/2000 around... fit a Blizzard 2060 now!

2060 Turbo 50MHz 68060 & MMU/FPU with built in SCSI-2	0Mb, 32-Bit Fast RAM - Expandable to 128Mb	£629.99	PRICE CRASH
---	--	----------------	--------------------

How to Order from GH...

BY PHONE: Simply call our order line. We accept VISA, Mastercard, Access, Switch, Connect, Delta AMEX and Lombard Creditcharge (most 'store cards' are Lombard eg. Dixons, Currys etc.) - WITH NO TRANSACTION SURCHARGES!

BY POST or FAX: Include your name, address and daytime/telex/phone/fax number plus order details. If charging a credit/debit card include... number and valid from/expiry date (and issue number with Switch cards). Make Cheques (please allow 7 days clearance), Drafts or Postal Orders payable to Gordon Harwood Computers Limited.

GH PRICES: Please remember to confirm prices in case you are looking at an 'old' magazine. Prices can change (up or down) before the magazine's cover month has passed. Please confirm before sending orders by post. Prices in VAT at 17.5%.

DELIVERY: We offer prompt shipment with fully insured express delivery options throughout the UK, Europe and Worldwide at a very modest cost.

COST OF DELIVERY TO MAINLAND UK ADDRESSES ONLY:
Standard Delivery (2 to 4 working days from date of despatch) - £7
Express Delivery (next working day from date of despatch) - £10
NON UK MAINLAND DESTINATIONS - please call for times/prices etc.

EXPORT: Most items are available Worldwide, and at TAX FREE PRICES to non EC residents and most overseas UK Armed Forces Personnel (with CO's document).

GH WARRANTY: Manufacturers' standard warranties apply or, ask about GH's comprehensive extended options which are always recommended for professional users to minimise costly down time. Ask GH for full details.

GH
GORDON HARWOOD COMPUTERS
Dept. AMF01 New Street, Alfreton, Derbyshire, DE55 7BP
01 773 836781
or FAX: 01 773 831040
email: 100271.3557@compuserve.com

Please Note Memory, SIMM & FPU prices may change without warning due to exchange rate fluctuations. Please confirm price prior to ordering. CALL TO CONFIRM AVAILABILITY BEFORE MAKING A LONG JOURNEY TO VISIT US. OUR OPENING TIMES ARE: Monday to Saturday, 9.00am until 5.00pm

Blizzard and Cyberstorm products use 38708/12A 68000 series processors. They run WITHIN the electrical timing specifications laid down by Motorola to prevent any possible operating/reliability problems. So when you get for a 50MHz CPU for example, that's exactly what you get... not a 30.50 or even a 25MHz CPU 'checked' to 50MHz! Look out for the **MOTOROLA MOTIVATED logo** - your guarantee of our commitment to quality and reliability. **BEWARE** of 'checked' CPUs!

T/ERC and FPU Processors used on selected boards are recycled and vigorously tested 68060 CPUs operating at 50MHz - an excellent guaranteed and competitively priced alternative.

OUR RANGE HAS WON MORE AWARDS THAN ANY OTHER...

What the Magazines think...
Amiga Shopper 91% STAR BUY "...the Blizzard 1260 is destined to become the ultimate object of desire for A1200 owners."
Amiga Computing 92% BLUE CHIP "...want the fastest Amiga in the World, get this board!"
Amiga Format "...Ride on the fastest A1200 in the World... 95% GOLD Rating



All

AMIGA FORMAT news

change!

RESIGNATIONS AT VISCORP

Two key Amiga experts have resigned from beleaguered Viscorp in recent weeks. First to leave was legendary OS guru Carl Sassenrath, who acrimoniously split from his former employers, basically because he felt they didn't have the best interests of the Amiga or Amiga users at heart.

More recently, Jason Compton, Viscorp's erstwhile press officer resigned from Viscorp saying that he felt that the company wasn't the right place for him after all. Unlike Carl Sassenrath, however, Jason had no nasty tales to tell and complimented various individuals he had worked with. He plans to return to publishing Amiga Report on a more regular basis now that he has more time.



Working for Viscorp is so stressful that Jason attempts to strangle himself!

The uncertainty surrounding just who owns the Amiga may finally draw to a satisfactory conclusion in a matter of days. Surprisingly though, the company most likely to gain the rights, patents and assets of Amiga Technologies isn't Viscorp, but the relatively unknown Canadian computer manufacturers, Quikpak.

After a series of shock revelations in early December, it emerged that Viscorp is almost certainly no longer in the running to buy Amiga Technologies. An article printed by Bloomberg Business News reveals that the contract for Viscorp to buy AT was cancelled in early October. Hugh Jencks, Viscorp's chief operating officer, blamed the problems involved in the deal on Escom's bankruptcy and Viscorp's ignorance of German law in general, but said that he still believed Viscorp to be the "front runners" for acquiring Amiga Technologies.

Dave Robinson, a lawyer involved in the case, said that Viscorp is no longer the leading candidate but could still be in contention if they came up with the cash in time. The whole process has damaged Viscorp's ability to meet other business obligations, but Jerome Greenberg, Viscorp's chairman, stated that they have new plans for increased funding. In short, Greenberg maintains that the contract for Amiga Technologies was allowed to expire because Viscorp did not believe that the assets justified the \$40m price asked for the company.

Meanwhile, Toronto-based Quikpak, who are already the North American distributor for Amiga Technologies and the manufacturers of the A4000T, are hoping to close a deal to buy Amiga Technologies by Friday 13th December.

In a startling display of the enthusiasm the Amiga industry has been missing for some time,



Quikpak have already designed two new machines based on the Amiga 4000T, ready for production as soon as the deal has been worked out. The first is aimed at the North American video market and is called the 4060L, a portable Amiga designed principally for use with the Video Toaster and Flyer, Newtek's respected Studio-on-a-card and non-linear video editor. The 4060L, first reports suggest, has a built-in LCD panel monitor to make it the ideal solution for outside broadcasts.

The other machine on the cards, so to speak, is the 5050T. A machine based on the A4000T it comes with not only Zorro III slots as standard, but also PCI slots. This means that 3D fans can add one or more Pentium or DEC Alpha PCI cards to their machine so that it can act as a render farm, while communicating with them via the excellent Siamese System that Quikpak vow to make an integral part of all new Amigas.

As well as satisfying the needs of high-end users, Quikpak also plan on producing an entry-level home use machine, though they weren't prepared to release any details at this stage.

Amiga Format will obviously be bringing you more on this exciting development next month. In the meantime, latest news can be found on our web-site:

<http://www.futurenet.co.uk/computing/amigaformat.html>

AF SPEAKS TO QUIKPAK
EXECUTIVE DAN ROBINSON

PAGE 12



MOUSEMATS WITH NO MERCY

No Mercy software, PD dealers extraordinaire, are also on the January sales kick. If you order £8 worth of floppy disks from their collection, they'll bung in a free mousemat for you normally worth £2.99. This offer will run until the 31st of January 1997, so get your skates on and give them a call on 01609 771 596 to place your order.

MICROPROSE CLASSICS RE-RELEASED WITH ACID

Ten classic Microprose games are to be re-released at a special budget price. The re-issued games will be published by Guildhall Leisure under the Acid Software label.

The ten games include some fairly recent releases, including *AF Gold* winning titles such as *UFO Enemy Unknown* and *Sid Meir's Colonization*, both of which are to be re-released at the excellent value price of £14.99.

Five of the games will be available at the lower price point of £9.99, including *Impossible Mission*, *Starlord* and *F117-A*.

For more info, call Guildhall on 01302 890000 or see our special feature next issue, on sale 23rd Jan.

RICOH GO DIGITAL

The RDC-2 is a new, sub £1000 digital camera which boasts an impressive 768x576 digital resolution and 2Mb of internal RAM.

Presently there are few software solutions to use these cameras directly with the Amiga, but we hope to bring you some exciting news on that next issue!

QUIKPAK'S DAN ROBINSON SPEAKS TO AMIGA FORMAT

We spoke to Dan Robinson, the man in charge of all Amiga business at Quikpak about their plans for the future...

AF: What are your intentions towards the Amiga.

DR: To keep it going, build it up, add a new processor.

AF: Which processor?

DR: The DEC Alpha.

AF: Isn't that going to be pricey for the consumer market?

DR: Well, yes, but the high end isn't targetted at that. The machine with the Alpha is going to be a workstation. We will still be doing a low-end machine...

AF: Based around the 68000 series?

DR: Yes, with 030, 040, 060 and when and if Motorola does it, 070, 080 and so on.

AF: And will you have backward compatibility?

DR: Yes, 100%. As long as necessary there will always be a 68000 series parallel processor in the Alpha-based machine.

AF: Are you interested in buying Amiga Tech, as it stands?

DR: Yes, we hope to have the deal closed by next Friday. [13th Dec]

AF: We have been waiting for five months for Viscorp. Why have you waited this long before making a move?

DR: We didn't. We were talking to Viscorp in April and even before then. We tried to work with Viscorp. We corresponded, tried to suggest how we could help, do a joint venture. They never replied.

AF: It would be safe to say that you haven't been very happy with their progress so far?

DR: That would be an understatement. We are one of the major creditors. You know the "legal entanglement" that Mr. Jenck referred to the other day? [in statements Mr. Jenck referred to "legal entanglements" which postponed the sale of Amiga Technologies to Viscorp]. He may well be referring to us, but there's no point in discussing them. We offered them every option to talk to us.

AF: If Quikpak is successful in its bid to buy Amiga Technologies will you license the technology to Viscorp?

DR: Yes, we won't hold a grudge against them... although we might ask for a certified cheque in advance.

AF: Is it too early to be talking about new machines? We understand you have plans for a 4000 with an 060?

DR: Yeah, the 4060L, that's a portable design for the Video Toaster and Flyer. There's also the 5050T. That's a 4000T with Zorro and PCI slots together with Steve Jones' excellent Siamese System. These are interim machines as we work towards porting the OS to the Alpha.

AF: But what about the low end machines? In this country at least, our major market is A1200 owners.

DR: Will we have a low end Amiga? Yes. Will it be the 1200? No. That machine was great four years ago, but it has to be updated. It was a stupid idea for Escom to bring it back out, at a higher price with no modifications.

AF: There are a lot of Amiga developers out there, people like Carl Sassenrath, Heinz Wröbel and so on. Are you calling for their aid?

DR: Absolutely. At the Amigafest in Toronto we invited everyone to give us their suggestions, to tell us how they would build the Amiga.

AF: Are you going to be updating your net activities to take account of the developers with net access?

DR: Sure, next Friday. There's no point jumping the gun.

AF: Tell us a little about Quikpak's core business. Making and selling Amiga 4000T's can't make you the sort of money you need to buy AT.

DR: No. Quikpak's core business has always been making chips, reliability testing, quick term manufacturing and the like. Selling Amigas was never necessary for us to be able to afford to buy Amiga Technologies.

AF: It looks like we're once again going through a very "interesting" period in the Amiga's history...

DR: Hopefully a short one this time!

Net Corner

Every month Net Corner will keep you up to date with all the Internet happenings and great new Amiga related sites to visit. If you have any recommendations for us, why not send us an email? Just put "NetCorner" in the subject line and email your thoughts to amformat@futurenet.co.uk

OPUS UPDATES AND SDK

If you want to find out about the latest version of Directory OPus, or indeed, download some of the extra goodies available for it (such as the software developers toolkit), then you should probably check out the Opus home page at: <http://agnus.livewire.com.au/gpsoft/>. You can also read the definitive AF

review of the software on our updated website at: <http://www.futurenet.co.uk/computing/amigaformat.html>

LIFE ON MARS?

Well, whether there is something there or not, the Americans are off. The Mars Pathfinder mission began on December the 4th, and with it came unprecedented up to date mission information from NASA. Within hours there were diagrams of the Pathfinder's route, readouts of the vital telemetry



signals at various points and even an astronomer's spotters guide to aid those of us with telescopes or large observatories to track the space vehicle on it's two year journey to Mars. You can even see the official maps of the landing site.

Of course the NASA web site is filled with all sorts of other bits and pieces relating to everything from early Gemini missions through to the present day - it's well worth a visit.

CLOANTO MAKE THEIR PRESENCE FELT

This Italian software developer have always been known for their stylish and impressive software (and we'll be reviewing their latest release, *PPaint 7*, next

month). Now they have a stylish and impressive website to match. At the time of going to press it was still very much under construction, but terribly tremendous nevertheless. Check it out at: <http://www.cloanto.com/amiga/index.html>

BOING LOGOS GOING FREE!

Intangible Assets manufacturing are probably best known for their *Envoy* networking software, but they also produce a wide range of other software, and just at the moment they have a special offer going! While having a bit of a clearout, they discovered a large number of the original metallic Amiga Boing logos. While stocks last they are giving them away with every order, so

Louderspeakers

RSD Connections has just announced a set of professional full range speakers called the Essential Pro Speakers. They have a PMPO (Peak Music Power Output) rating of 180 watts and produce very high sound quality thanks to the 4" woofer and 2" tweeter that goes into each speaker.

To ensure you have full control over the speakers you've got bass and treble



controls along with a source select switch to let you connect more than one source to the speakers - ideal for telephone conferencing since the Essential Pro speakers are also equipped with a telephone jack input.

The Essential Pro Speakers (model number ES-180) should be available from your local computer dealer or from Special Reserve who can be contacted on 01279 600204. They cost just £59.95.

January Sale at EMC

EMComputergraphic, creators of the *Format* Gold-winning range of Phase CDs, are having a January sale. They are offering their outstanding CDs at super low prices for one month only. From the on sale date of this magazine you have just four weeks to ring up EMComputergraphic on 01255 431389 quoting "AF January Sale" to get *Phase 1, 2 or 3* at a price of just £14.99 each, *Phase 4* at only £24.99 and *Index* for a mere £9.99 or free with any three CDs. If you were to buy all these CDs at full retail price you would have to pay about £130, but our exclusive deal with EMC means that *Amiga Format* readers only can get all five CDs for less than £70. Remember, these prices exclude post and packing.

Welcome Bughunter!

Here you'll find all you need to get you armed, dangerous, and combat ready for your journey through "The Killing Grounds"

You may enter the following areas, but keep your guard up, and your plasma rifle warm.



Visit this unofficial site for guides, tips, tricks and background info on AR3D II.

why not browse their web-site and see if there is anything you fancy?
<http://www.iam.com/amiga/>

GAMES GALORE

Apex systems, who produced the rather tremendous 6-tris which appeared on a previous Coverdisk, now have a web site containing lots of information about

the games they have developed, and ones planned for the future. Not all their software is currently downloadable from this site, but it soon will be, so pop along and give these people some support.
<http://www.warwick.ac.uk/~csuaw/>

ALIEN BREED

Now that our tutorials

on creating your own levels for Team17's *Alien Breed 3D II - The Killing Grounds* have ended, you might like to check out what's going on at the unofficial support site. The site has plenty of background info, playing guides, tricks, tips, levels and other resources. Find it at:
<http://www.thenet.co.uk/~obiwan/breed/tkg.html>

"This month we have managed to secure for you one of the most popular CD-ROMs ever..."

AGA EXPERIENCE GUIDE PAGE 106

The Bradford Column



There's something about owning a 'real' arcade machine which appeals to me. A few years ago I had three, and a pinball table, and lately I've been getting the pangs again and started making enquiries about getting hold of another pinball machine (one that works) and arcade cabinet.

During the course of one telephone conversation to a man in the trade, he asked me if I knew the whereabouts of an original Pac Man cabinet: apparently they are much in demand now, not by arcade owners but by collectors. Not casual collectors like me, but 'real' collectors who buy them as investments. So, if you know of any original Pac Man cabinets kicking around, you could make yourself a few bob.

All of which brings me to REPLAY - THE GREAT GAMER EXHIBITION, which is running at the Museum of the Moving Image on London's South Bank until May 1997. All those old computers and consoles from the industry's early days, running original software.

You never know, if you look after your Amiga today it could repay your loyalty in spades

Although there were plenty of examples made, so many have been junked that certain machines are now worth more than they originally cost: Vectrex, for example. Collectors are starting to realise that old computers and consoles, together with a collection of original software, are worth bedding down and keeping for a rainy day.

So, what have you got to do with your Amiga to make the audience of Antiques Road Show 2025 gasp when Hugh Scully's grandson gives a valuation? Keep it in good working condition, obviously and retain the original packaging (sorry if this advice is a bit late for some of you but it's of paramount importance).

Don't be tempted to sell your software and keep as much associated peripheral items as you can - a collection of the world's best-selling Amiga magazine should do nicely.

You never know, if you look after your Amiga today it could repay your loyalty in spades one day. Now where did I put the box for my A1000... Oh yes, I gave it to the bloke who bought the machine after I upgraded to an A2000 - Doh!

Dale Bradford is an avid collector of all sorts of things, but sadly there isn't yet a market for empty cigarette packets, interesting bruisers or fantastic excuses. This may explain why we remind you that any opinions expressed here are entirely his own, not necessarily those of Amiga Format.

Ooh you Ruffian!

Ruffian Software are finally releasing their eponymously titled jungle platformer onto an unsuspecting public. You might remember the title, we reviewed it back in issue 71 (May 95), where Steve Bradley was unimpressed by the central character's habit of baring his rear to the world, a trend that

ClickBOOM's Demona seems only too keen to follow up. He also felt that the method required to despatch the various enemies (spitting) didn't encourage "nice" behaviour in young'uns. Still, you can find out for yourself by asking your local shop for the game which retails at a mere £14.99.

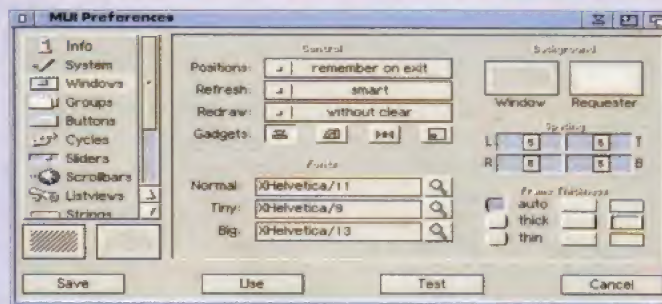


ACL PDQ VFM

Continuing our series of acronymic headlines we give you ACL's new accelerator board for the A1200. The A1200xl ships in the usual bewildering variety of configurations, but all are priced very reasonably with the 40MHz board (sans FPU or memory) retailing for just £159.99.

The fully PCMCIA-compatible board is well equipped with two SIMM sockets offering expansion possibilities up to 64Mb of RAM and a battery-backed clock. There is also an optional SCSI module called SCSIxl. This, combined with the aggressive pricing, the 18 months warranty and the promised technical support web site and BBS must mean Amiga users are once again onto a winner. For further details contact ACL on 01933 650677.

Amiga Format's Top 10 Reasons to... use MUI



Go on. Get it just for Stefan.

- 1 MUI looks great.
- 2 A lot of really good software requires MUI, particularly Internet software.
- 3 If you're a programmer, MUI makes it easier for you to create a program with a nice user interface.
- 4 MUI increases your productivity with drag and drop, pop-up menus, rearrangeable listviews, appicons and appwindows. This makes it easier to do what you want rather than forcing you to work in a particular way.
- 5 MUI is made by the SASG group which means that it is easy to register, easy to upgrade and shares the same kind of look as the rest of the SASG group's software which includes *MagicWB*.
- 6 MUI introduced groovy features like pop-up menus and tabs before any other Amiga software.
- 7 All MUI software shares similar features such as the ability to run on named public screens, iconification, user-editable preferences for look and feel. This reduces the learning curve when you get a new piece of MUI-based software.
- 8 It's a good way to prove to recalcitrant friends that they need to get more RAM, a hard drive and a faster processor.
- 9 It's also a great way to make Mac and PC owners, restricted in how their programs look, jealous.
- 10 Stefan Stuntz needs the money.

Amiga First!

Amiga Format is the first UK Amiga magazine to give away two cover CDs at once. The January CD issue of *Amiga Format* has its usual CD of course, packed with the latest in PD, demos, animations, utilities, and most importantly, submissions from readers, but it also features a special bonus CD - the AGA Experience Volume 1.

The AGA Experience CD is a commercial product which was released a little over a year

ago. Featuring a huge number of demos, pictures, games, and utilities it is the ultimate disk for AGA Amiga owners. But perhaps the most surprising thing is that this double CD version still costs only £5.50 - much less than any other Amiga mag with even a single CD.

"We want to encourage Amiga owners to embrace CD technology" commented *Amiga Format's* editor, Nick Veitch. "Users who buy the CD version of the magazine have obviously invested money in a CD-Drive and are committed to their machines. We don't see the need to ruthlessly extort money from these people, we want to deliver the best magazine for them at the best possible price.

"Of course, we do incur extra costs mastering and duplicating an extra CD, so I can't rule out the possibility that we may have to raise the cover price the next time we have two CDs, but it's something we'll strive to avoid."

No punishment for Effigy



Capital Punishment, the game we gave 90 per cent and a *Format Gold* to back in Issue 90, has hit problems with UK distribution. Effigy Software, the company named by ClickBOOM in their literature as the

UK source for the game, have released a statement explaining why they decided not to distribute the game after all. Unfortunately, it seems that quite a lot of people have been having problems getting the game to run and Effigy weren't happy about the numbers of people complaining and so declined to sell the title. Ian Jenkins of Effigy assures us that he will endeavour to assist the people who phone in any way he can but that they will not be handling sales and distribution of *Capital Punishment* in this country. You can contact clickBOOM in Canada at the following address:

Pxl Computers, ClickBOOM, 1270 Finch Avenue West, Unit 13 M3J 2G4, Toronto, Canada



Open Sunday 11am to 4pm

Late Night Opening Wednesday & Thursday till 7.30pm



FIRST COMPUTER CENTRE

LOW COST DELIVERY Tel: 0113 231-9444

- 2-4 Week Days £3.99
- Next Week Day £5.99
- Saturday Delivery £15.00

Delivery subject to stock availability

SHOWROOM ADDRESS: FIRST COMPUTER CENTRE, DEPT. AF, UNIT 3, ARMLEY PARK CT, STANNINGLEY RD, LEEDS, LS12 2AE.



Lombard Finance

Payment methods:    

E-Mail: sales@firstcom.demon.co.uk WEB: www.firstcom.demon.co.uk FAX: 0113 231-9191 BBS: 0113 231-1422

LARGE SHOWROOM WITH FREE PARKING

OPEN 7 DAYS A WEEK



Hardware

Amiga A1200 MagicPack

Includes: Wordworth V4SE, Database, Organizer, TurboCalc 3.5, Personal Paint V6.4, Photogenics 1.2SE, Pinball Mania & Wtizz.

Very limited Stocks Early Purchase Recommended.

£369.99

Amiga A1200 Magic Pack Inc. 170Mb HD & Scala MM300

Includes same software pack as Magic Pack, But also includes Scala MM300 (Req. 4Mb).

£469.99

AMIGA M1438S Monitor *£259.99 When bought with a computer

First Starter Pack

- A1200 dust cover
- 10 x DSOD disks + labels All for only
- Top quality joystick
- Deluxe mouse mat
- 3 x A1200 games

£19.99

Software Specials

- Vista Pro Lite full ver. £9.99
- Wordworth V £9.99
- Deluxe Paint IV £9.99
- Blitz Basic 2.1 £29.99
- Technosound Turbo II £29.99
- Final Writer 5 £74.95

RAM Expansion

LOWEST PRICES EVER!!!

- A1200 1 MB RAM £39.99
- A1200 2 MB RAM £69.99
- A1200 4 MB RAM £74.99
- A1200 8 MB RAM £93.99
- For 68882 33Mhz Co Pro add £35.00

PRIMA A500 128 RAM no clock £19.99
PRIMA A500 1 Mb RAM £29.99
PRIMA A600 1 Mb RAM no clock £29.99

MASSIVE REDUCTIONS

- 1 Mb 72 Pin SIMM £10.99
- 2 Mb 72 Pin SIMM £14.99
- 4 Mb 72 Pin SIMM £17.99
- 8 Mb 72 Pin SIMM £32.99
- 16 Mb 72 pin SIMM £60.99
- 1 Mb 30 pin SIMM £13.99
- 4 Mb 30 pin SIMM £34.99
- 356 by 4 DRAM (DILs) £48.99
- 256 by 4 ZIPPS £48.99

Part exchange available on your old memory. Call for pricing

Accelerator Cards

- Viper II-33 £129.99
- Blizzard I230-50 £169.99
- Blizzard I260-50 £379.99

CD ROM Drives/Squirrel I/face

Ultra CD ROM Drives

Ultra 8 Speed IDE £199.99
Ultra Drive Kit £119.99

External SCSI CD ROM Drives

- £99.99 2 X Speed
- £159.99 4 X Speed

Internal SCSI CD ROM drives

- Panasonic/Sanyo 2 Speed £69.99
- Toshiba 5401B 4xSpeed £104.99
- Toshiba 3701B 4x7.5Speed £175.99

PRIMA SCSI Enclosures

Single Case £69.99 Dual Case £119.99

Squirrel SCSI-II Interface*£45.00

*When bought with any SCSI device, £54.95 if bought separate

Surf Squirrel SCSI-II Interface *£79.99

*When bought with any readers or SCSI device £99.95 if bought separate

Octagon/GVP SCSI Card £99.99

SCSI-II interface card for big box Amiga's A4800/2000 etc.

Hi-Soft SMD-100

VideoCD MPEG Decoder

Only!! £195.99

Req. VideoCD compatible SCSI CD Rom. Video CD's all £14.99

Fish called Words, Career, Nailed Gun, 1233 1/2, Assault, Crossed the Double, Rain Man, Airplane, Fatal Attraction, Rocky, An Officer & a Gentleman, Forever Young, Shadow Grave, Jason Hall, Four Weddings & a Funeral, Star Trek 1-7, Spiritway How, Mum, Dad, October, Top Gun, Beverly Hills Cop, Indecent Proposal, Warmed World 1, 2, 3, Black Rain, The Krays, When Harry Met Sally

Lots More Available

Hard Drives

3.5" Hard Disk Drives IDE SCSI

- 540Mb...£117.99 270Mb...£99.99
- 850Mb...£120.99 540Mb...£149.99
- 1.08Gig...£152.99 1.8Gig...£235.99
- 2.1Gig...£249.99 3.1Gig...£345.99
- 3.2Gig...£289.99 4.3Gig...£379.99

Build Your Own SCSI Hard Drive

- SCSI case with built in PSU £69.99
- SCSI Hard Drive, Select from above
- SCSI Squirrel interface £45.00
- 12 Month Warranty.

2.5" Hard Drives for A600/A1200 with installation kit inc. software, screws, cables and instructions

Seagate Fujitsu CONNER

- 80Mb...£79.99 130Mb...£99.99
- 170Mb...£104.99 250Mb...£119.99
- 340Mb...£129.99 540Mb...£149.99
- 810...£189.99 1.0Gig...£219.99

3.5" Hard Drive Install Kit £19.99

Includes set up software, cables and full instructions. no Hard Drive.

Monitors

Multi-Sync Monitors

- 14" 1438s...£269.99
- 15" 1540s...£299.99
- 14" & 15" Monitors Inc. Built In Speakers
- 17" 1701...£542.99

New Amiga Monitors



Disk Drives

Zip

Includes: 1 X 100Mb cartridge

WCSII Disk & adaptor may be req. at an extra cost

£151.99

Zip & Jazz Drives...£16.99

Amiga External drive £44.99

Amitek 1.76Mb Ext. £69.99

A1200/600 internal drive £39.99

A500/500+ internal drive £39.99

Peripherals

- Mega Mouse+ 400 dpi (3 button) £12.99
- Mega Mouse 400 dpi (2 button) £11.49
- Amiga Mouse 560dpi (1 button) £12.49
- Quality Mousemat (4mm) £3.99
- AmigaData Crystal Trackball £34.99
- ZyFi-2 Speakers (8 watt/channel) £36.00
- ZyFi Pro Speakers (16 watt/channel) £57.99
- Roboshift (Auto mouse)/stick switch) £9.99
- Kickstart 2.04/2.05 (for use in A600) £24.99
- CIA 8520A I/O controller £18.99
- 68882 Co Pro 25mhz PLLC £29.99
- 68882 Co Pro 33mhz PLLC £24.99
- Zipstick joystick £11.99
- Saitek Megagrip II £12.99
- Amiga Modulator £34.99
- Amiga PSU £34.99

Turbotech realtime clock cartridge £14.99...fits any Amiga

SupraFAX Modem Modems

Sportster Vi

- Class 1 Fax
- Personal Voice Mail
- Fax on Demand
- Call Discrimination
- BAPT Approved
- 14,400 Data/14,400 Fax...£98.99
- 33,600 Data/14,400 Fax...£161.99

Amiga SurfWare Software Pack

The complete software suit for all your Modem needs.

- Net Software
- Web Browser
- E-mail
- IRC...Only £29.99

Also Includes: 30 Days Free Trial with Demon

GP Fax Software...only £44.99

Full Send and Receive Fax Software for Amiga Computers with a Fax/Data Modem.

PRIMA

V34+ Fax Modem

- 33.6 Baud
- Class 1 Fax
- BAPT & CE approved.

Only...£119.99

Amiga SurfWare bundle when purchased with any Modem only...£19.99

Modem Accessories

- Phone Line Extension Cables... 5M...£6.99 10M...£8.99 15M...£10.99
- Dual Socket Adaptor...£6.99

Miscellaneous

PRIMA The Prima ATOM

Heavy Duty PSU £69.99

- High Quality 200 Watt PSU.
- Colour Co-Ordinated Casing.
- 4 x The Power of Std. Amiga PSU
- 12 Month Warranty.

Pro-GRAB

Pro-GRAB Only...£129.99

24 R/T PCMCIA adaptor £39.99

Power Scan v4. £89.99

256 gscale on AGA Amiga's. 64 gscale non AGA

Power Scan Col. £174.99

24 bit colour scanner, 16.7 million colours

We also carry a wide range of cables & adaptors in stock...Call

CD ROM Software

Delivery £1.50 per title or £3.99 for 4+

- New!! Aminet 14/15 £13.99
- Aminet 10/11/12/13 £13.99
- Aminet set 1 collection (Aminet 1-4) £24.99
- Aminet set 2 collection (Aminet 5-8) £24.99
- Aminet set 3 collection (Aminet 9-12) £26.99

Amiga Developers CD Ver 1.1 £14.99

Official developers tools and docs. on CD.

Amiga Software Repair Tools CD Kit £35.99

Essential Amiga rescue tools (Diskette etc)

Amiga System Booster CD £17.99

Arcade Classics Plus £13.99

Assassins 2 (Double) £15.99

C&G Sensations Vol 2. £18.49

CD-PD 1/2/3/4 £5.99

Encounters UFO Phenomenon £14.99

Epic Collection 2 £17.99

Emulators Unlimited £17.99

New!! EPIC/MHM Encyclopedia £25.99

New!! Dem Rom £11.99

New!! Imagine PD 3D £17.99

New!! Net-To-Net CD £15.99

Light ROM £12.99

New!! Multi-Media Backdrops £17.99

New!! 3000 jpeg Textures £17.99

Magic Workbench Enhancer £8.99

New!! Magic Publisher+co set £34.99

inc. Wordworth 4 TD, Final Writer 4 SE plus more...

NFA AGA Experience 1 or 2 £17.99

Oh Yes More Worms CD £8.99

New!! Octamed Sound Studio CD £22.99

Totally revamped...with lots of new features

Prima CD Vol. 1 £9.99

Scene Storm CD £17.99

Sci-Fi Sensations 2 £17.99

Spectrum Sensations CD 96 £17.99

Special FX (Vol. 1-John Pasternak) £17.99

Ten on Tempack (10x CD's) £39.99

New! 3DCD-1 Objects/Images £9.99

Weird Science Network 2 CD £12.99

Weird Science Multimedia Toolkit 2 £19.99

Weird Science Amos PD CD £16.99

Weird Science Retro Gold CD £16.99

Weird Science UPD Gold CD (4x CD's) £16.99

Weird Science Clips/Fonts £8.99

Weird Science Sounds Terrific Vol. 2 £16.99

Weird Science Animations 2 CD set £16.99

Workbench Add Ons £21.99

New! CD ROM World Atlas £23.99

Zoom 2 £17.99

Network 2CD & Sernet Cable £35.99

FREE!! Prima Shareware CD-ROM worth £10 with every order of CD-ROM software over £30

Printers/Flatbed Scanner

Canon

- Canon B130 £138.99
- Portable mono printer, 30 page ASF built in.
- Canon B170 Colour £185.99
- Portable colour printer, 30 page ASF.
- Canon B1240C £191.99
- Colour Printer, 720 dpi.
- Canon B1410 £222.99
- Quality colour fast mono printing, 720x1440 dpi.
- Canon B14200 £254.99
- New version, with Photo Realism Cart. Option.
- Canon B1620 £348.99
- Enhanced colour printer, virtual 720 dpi.
- Canon LPB-460 £279.99
- Window 95 only, 4ppm GDI Laser Printer.

CITIZEN

- ABC Colour printer £129.99
- Simple (as easy as ABC) to use 34 pin printer.
- Comes as standard with 10 sheets Auto sheet feeder.
- Tractor feed optional at £14.99
- Citizen Project-IIC £164.99
- Colour inkjet, 300x100 dpi, 70 sheet ASF
- Citizen Printiva 600C £379.99
- 600 dpi colour, 1200 dpi mono printer, User's New Advanced Micro Dry print Technology.

HEWLETT PACKARD

- HP 400 Colour £154.99
- Full colour, 600x300 dpi Mono, 300x300dpi Col.
- HP 660 Colour £229.99
- 300x300 dpi Colour Printing
- HP 690/693 Col. £249.99/£289.99
- 300x300 dpi Colour Printing, now even faster.
- HP 870 Colour £395.99
- 600x600 dpi up to 6 pipim mono, 1 pipim colour
- HP SL Laser printer £369.99
- 4 pipim, 600 dpi, 196x of Ram.
- HP 5P Laser printer £529.99
- 6 pipim 600 dpi, 1 Mb of Ram.

EPSON

- Stylus 500 Colour £249.99
- 720 dpi, 4ppm Black, 3ppm Colour.
- Stylus 200 Colour £179.99
- 720Dpi, 2.5ppm Black, 1ppm Colour.
- Stylus 200 £139.99
- 720 dpi, 2.5ppm Black
- Epson GT-5000 Scanner £339.99
- Epson level 4 Colour Flatbed Scanner.
- Epson ET-8500 £479.99
- 400dpi Fully featured A4 Colour Flatbed Scanner
- Amiga Scanning Software £59.99

ACCESSORIES

- Printer Switch Box 2 way £12.99
- Printer Switch Box 3 way £17.99
- Printer Stands (Universal) £4.99
- 1.8 Metre printer cable £4.99
- 3 Metre printer cable £6.99
- 5 Metre printer cable £8.99
- 10 Metre printer cable £12.99
- Parallel port extension cable £3.99

Studio 2 New version 2.13

"If you want to get the best possible results from your printer, get a copy of Studio!"

£49.99 or £44.99 when purchased with a Printer.

Star

- Star LC904 pin mono £75.99
- ASF built in, push tractor optional
- Star LC240C 24 pin colour £85.99
- ASF built in, 4 LQ fonts.
- Star SJ144 Colour £139.99
- Colour transfer printer, low running costs, 3 pipim mono, 1.4 pipim colour.

Star

- Star LC904 pin mono £75.99
- ASF built in, push tractor optional
- Star LC240C 24 pin colour £85.99
- ASF built in, 4 LQ fonts.
- Star SJ144 Colour £139.99
- Colour transfer printer, low running costs, 3 pipim mono, 1.4 pipim colour.

Consumables

Ribbons

- Citizen Swift/ABC mono £3.99
- Citizen Swift/ABC colour £12.99
- Star LC90 mono ribbon £4.99
- Star LC10/100 mono £3.49
- Star LC10/100 colour £7.99
- Star LC240 colour £13.99
- Star LC240 mono £8.99
- Star LC240 mono £5.99
- Star LC24-10/200/300 Colour £11.99
- Re-ink Spray for mono ribbons £11.99

Ink Cartridges

- Canon B110/Star S148 £17.99
- Canon B1200/230 £18.99
- Canon B130 (3 pack) £12.99
- Canon B1C 70 mono (3 pack) £10.99
- Canon B1C 70 colour (3 pack) £17.99
- Canon B1C 4000 mono (single) £16.99
- Canon B1C 4000 mono high cap. £28.99
- Canon B1C 4000 mono high cap. £28.99
- Canon B1C 4000 mono/col. £8.99/£7.99
- Citizen Printiva mono/col. £5.99
- HP Deskjet 340 mono £21.95
- HP Deskjet 500 mono/col. £22.99/£24.99
- HP Deskjet 660 mono/col. £23.99/£25.99
- HP Deskjet 850C mono/col. £27.49/£28.99
- Epson Stylus mono/col. £13.99/£27.99
- Epson Stylus Col. His mono/col. £17.99/£24.99
- Epson Stylus 500 mono/col. £18.99/£24.99
- Star SJ144 mono/colour (single) £7.99
- Printer Dust Covers £5.99

Paper

- Fanfold (tractor feed) 500 sheets £6.99
- Fanfold (tractor feed) 1000 sheets £12.49
- Fanfold (tractor feed) 2000 sheets £21.49
- Single sheet 500 sheets £6.99
- Single sheet 1000 sheets £12.49
- Single sheet 2000 sheets £21.49
- Epson Stylus 720 dpi paper pack £13.99
- H-Packard Glossy paper pack (10) £29.99
- High quality Inkjet Paper (500) £10.99

Disks

- Bulk DSDD 10 x £3.49 100 x £26.99
- 30 x £9.99 200 x £49.99
- 50 x £14.99 500 x £114.99
- Bulk DSDD 10 x £4.99 100 x £41.99
- 30 x £13.99 200 x £76.99
- 50 x £21.99 500 x £175.99
- Bulk DSHD 10 x £3.99 100 x £29.99
- 30 x £10.99 200 x £55.99
- 50 x £16.99 500 x £129.99
- Bulk DSHD 10 x £5.99 100 x £44.99
- 30 x £15.99 200 x £82.99
- 50 x £23.99 500 x £189.99
- Disk labels x500 £6.99
- Disk labels x1000 £9.99

Laser Printer Supplies

- Hewlett Packard Laserjet 5L £65.99
- Hewlett Packard Laserjet 5P £75.99
- Hewlett Packard Laserjet 4L £68.99
- H. Packard Ljet 4/MS/MJN £99.99
- Canon LPB-460 Toner £79.99

Laser printer supplies for major manufacturers available...Call

Premier-Ink Cartridge Refills

Save a fortune in running costs with your ink!

bubble jet. Compatible with the HP Deskjet series, Canon B110/200/330/Star S148, Citizen Project and many others.

- Single refills (22ml) £6.99
- Twin refills (44ml) £12.99
- Three colour kit (66ml) £19.99
- Full colour kit (88ml) £27.99
- Bulk refills (125ml) £24.99

REPAIRS WHILE-U-WAIT!!

COMPUTERS AND MONITORS

That's
a promise
for computers!!

Attention Dealers

Ring/Fax Now for best trade prices and terms on Repairs, Spares, Floppy Drives, Hard Drives, CD Rom Drives and Memory Upgrades.

- FAST TURNAROUND
- 90 DAYS WARRANTY ON ALL REPAIRS!!
- £10 EXTRA CHARGE FOR WHILE-U-WAIT SERVICE
- COURIER CHARGES £7.05 EACH WAY
- A1500/A2000/A3000/A4000.....£QUOTATION

MODEMS

BABT APPROVED + NCOMM SOFTWARE
14.4k...£59.95 28.8k...£124.95

APOLLO ACCELERATORS

1230 Lite...£99.95
1230/50...£159.95
1240/25...£229.95
1240/40...£299.95
1260/50...£489.95

SIMMS

4Mb£29.95
8Mb£49.95
16Mb£89.95
Heavy discounts on SIMM prices if bought with an Accelerator.

A500, A500+ & A600

£39.95

A1200

£49.95

2.5" HARD DRIVES

For A600 & A1200

60Mb.....£55.00 120Mb.....£75.00 250Mb...£105.00 540Mb...£149.95
80Mb.....£65.00 170Mb.....£90.00 420Mb...£129.95 1GIG.....£199.95

All hard drives are pre-formatted, partitioned with Workbench loaded and include 2.5" IDE cable and software
2.5" IDE Cable and Software (if bought separately).....£9.95

3.5" HARD DRIVES

540Mb£115.00 1.08GIG£150.00
850Mb£130.00 2.1GIG£235.00

SIMPLY THE BEST AFTER-SALES SERVICE

MEMORY UPGRADES

A500 Upgrade to 1 Meg
£13.95

A500+ Upgrade to 2 Meg
£19.95

A600 Upgrade to 2 Meg
£19.95

**UNBEATABLE
PRICES**

Please call for latest best price

A1200

0Mb	4Mb	8Mb
£45.00	£75.00	£95.00
33MHz FPU plus Crystal£29.95		

**GUARANTEED
SAME DAY DESPATCH**
(Subject to availability)

INTERNAL FLOPPY DRIVES

A500/A500+ £29.95 A600/A1200 ...£34.95

CHIPS ✦ SPARES ✦ ACCESSORIES

1 Meg Fatter Agnus£19.00	8520 CIA A600/A1200£14.50
2 Meg Fatter Agnus£24.00	8374 Alice A1200£30.00
8362 Denise£9.00	8364 Paula A600/A1200£16.50
8373 Super Denise£18.00	Video DAC A1200£19.00
5719 Gary£7.50	A600/A1200 Keyboard£60.00
8520 CIA A500/A500+£15.00	Lisa A1200£35.00
8364 Paula A500/A500+£12.00	Gayle A600/A1200£25.00
Kickstart ROM 1-3£15.00	Budgie A1200£30.00
Kickstart ROM 2-04£22.00	Mouse (290dpi)£15.00
Kickstart ROM 2-05£29.00	SCART lead£15.00
A500/A500+ Keyboard£50.00	Mouse Mat£4.00
6570 Keyboard Chip£20.00	10 Boxed Branded Disks£6.00
68000 Processor£8.00	Printer Cable£6.00
Power Supply A500/A600/A1200...£35.00	Surf Squirrel£95.00
Exchange A2000/A1500 Power Supply...£80.00	Squirrel SCSI Interface£55.00

* All chips are available ex-stock

* Please call for any chip or spare not listed here

QUAD SPEED CD ROM DRIVES

Including
Squirrel Interface

£189.95

LOLA GENLOCKS

L1500.....£169.95

L2000S...£349.95

**SPECIAL
OFFER**

A1200 without hard drive£299.95

A1200 with 80Mb hard drive£349.95

A1200 with 170Mb hard drive£379.95

A1200 with 340Mb hard drive£429.95

A1200 with 510Mb hard drive£499.95

★ Call for more good deals

ANALOGIC Analogic Computers (UK) Ltd
Unit 6, Ashway Centre, Elm Crescent,
Kingston-upon-Thames, Surrey KT2 6HH

Open Mon-Fri 8-00am-5-30pm, Sat 9-00am-5-00pm Fax: 0181 541 4671

Tel: 0181 546 9575

* All prices include VAT * All prices & specifications subject to change without notice * Fixed charge for repair does not include disk drive/keyboard
* We reserve the right to refuse any repair * P&P charges £3.50 by Royal Mail or £7.05 for courier * Please allow 5 working days for cheque clearance
* All sales/repairs are only as per our terms and conditions, copy available on request.



Show of Strength

SHOW REPORT

Amiga Format has the best readers!



Wow! What a show. I've been going to Cologne since 1989 and it still surprises me that such a great show can take place within a day's travel for anyone in Europe and yet, it is mainly visited by Germans. Just think what you missed - complete CD-ROM writing solutions including Amiga software for less than £400, pressure-sensitive graphics tablets from Wacom for only £150, 30-bit colour SCSI A4 flatbed scanners for less than £300 and ridiculously low SIMM prices, not to mention new hardware and software being ably demonstrated by its designers and authors for a solid three days of throat-numbing customer help.

With more than 45,000 people attending the show, the noise, as you might imagine, was deafening. Stands were competing with one another for people's attention and events like the free climbing contest shouted for your participation in what looked to me like a seriously foolhardy way to spend your time. If you liked competitions, you could have won a Porsche Boxster or a race in a Formula One car along with umpty-ump lesser prizes like copies of the latest games and hardware. While this show is nominally all

formats and there were plenty of stands showing off PlayStation games, PC hardware and software and other miscellaneous items unrelated to the Amiga (including, bizarrely enough, a stand for Encyclopaedia Britannica), I would say that 80 per cent of the attendees were the Amiga faithful, sauntering out of the hall with monitors, scanners and bundles of software for their machines.

Of the stands that were Amiga-related, Phase 5 probably had the largest. It was a single stage affair with forbidding black walls surrounding a bar for VIPs. Arrayed around the outside walls were a variety of machines, the relativistic effects in the area proving that they were all going faster than man was meant to travel. Amiga Oberland also had a very large stand, selling hundreds of copies of Germany's premier raytracing program. No, not *Lightwave*, not *Imagine*, not even *Cinema 4D*, but *Reflections*. With an installed user-base of more than 70,000 registered users, *Reflections* is probably the most popular raytracing package in the world. Amiga Oberland also sold out of CyberStorm II '040 and '060 boards on the first day of the show.

On the other side of Phase 5 was the ProDAD stand, also an enormous affair, where harried staff were busy explaining the benefits of ProDAD's superb video-related software, their replacement for Workbench called P-OS which was getting its first public airing. Cocktel a video conferencing system and QuickArray, a kind of RAID system which mounts two extremely fast AV SCSI drives as one even faster single unit.


Continuing the roster of famous German Amiga "names", Stefan Ossowski's Schatztruhe (Schatztruhe means treasure chest in German) were swamped on a continuous basis with people four deep around the stand all clamouring for a word with John Potter (the author of *Directory Opus* and obviously something of a celebrity in Germany since people were asking him to autograph their copies of *DOpus*), Jason Compton, now ex-Viscorp but not at the time, Michael Battilana of Cloanto, Urban Müller, Swiss supremo of Aminet and Angela Schmidt and Heinz Wröbel, both long-term Amiga developers involved with

AT but who are much better known in their native Germany than over here.

Other celebrities

spotted at the show included Dr. Peter Kittel sharing the VillageTronic stand as a representative of Pios. He was demonstrating the BeBox, the machine that some people say is the new embodiment of the Amiga spirit, but is, at the moment, without any substantial software base, unless you run MacOS on it and then, of course, you miss out on the Amiga-like features in BeOS.

The British contingent at the show consisted of Jeremy Rihll from Digita, David Link and Richard Kiernan from HiSoft, Tony Ianiri from Power Computing and the whole Gasteiner team, among others.

All in all, the show, while smaller than some previously, was a great success and everyone came away from it vowing to return next year. Even though the name of the show has been changed from World of Commodore to Computer '96, there's no doubt that this show is the biggest and best in the world. 

"All in all, the show was a great success and everyone came away vowing to return next year."



Oi! Turn around so I can take a picture of your happy, smiling faces, you Amiga fans.



With about 45,000 visitors most of your time spent at Computer'96 will involve saying "Excuse me."

"Grabbing an A3 pad I began to sketch. This is an organisationally wise move because from there you can pluck out the best bits."

DRAWING A WAGE PAGE 88 

OctaMED

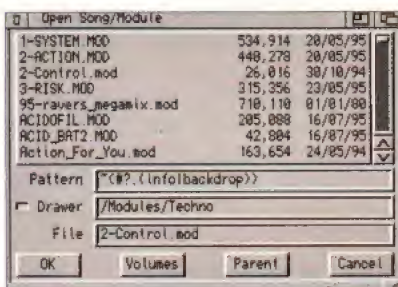


Amiga Format are proud to be bringing you a full version of the superb OctaMED 6. Now discover how to make the most of it...

How it works

LOADING A TUNE

The easiest way to see and hear OctaMED in action is to load one of the demonstration tunes you'll find on the Coverdisk. Use the Project menu option Open to select the tune. These are the so called "mod" files (short for "module") which contain both the samples which make up the song, and the construction details of the song itself.



Load a complete song from the Coverdisk. This will load the Song and the samples.

Once the song is loaded, you can use the Song Play button in the Main Control window, in the top left of the display, to start it playing. You'll notice the four track displays start to scroll up the screen. When the numbers in the tracks cross the highlighted bar in the centre of the display, the note or special event at that point is triggered. Think of it like an old piano roll machine,

"OctaMED has grown into one of the most powerful music composition tools around."

with the scrolling numbers equivalent to holes punched in a paper tape or a nail on a revolving drum.

If you don't hear anything, you should check that your Amiga's audio connections are hooked up properly.

You'll need to connect the Amiga's audio outputs to a monitor's audio inputs, or some other form of external amplifier and speaker system. You may use small battery-powered speakers for example, or connect your Amiga to your Hi-Fi.

You can pause or stop the song by clicking on the Stop button. Clicking on Cont will continue playback from



Use Play song to replay the complete song, and Block play to replay only the currently displayed Tracks

where you stopped it. When you've listened to as much as you can stand, select New from the Project menu to clear out all the existing samples and we'll see how to start using OctaMED to make some music for ourselves.

LOADING A SAMPLE

The most important part of an OctaMED song is the instrument. Without an instrument, there is no sound. Octamed does not have any default sounds built-in: you must create or load an instrument (either on it's own or as part of a song) to be able to hear anything.

Let's create an instrument in the simplest possible way - by loading in a sample. Click on the little folder icon in the Main Control window beside the number one. At the moment the box beside the folder icon will be empty, as there is no sample loaded. When the file requester appears, select a sample - from the Coverdisk (or CD) - and load it. You'll see the name appear next to the number 1, and another number (the sample length) on the far right.

Introduction: Sound Trackers and OctaMED

When the Amiga first appeared, it offered something which no other computer could do: the ability to replay real sounds or "samples". It wasn't long before the first musical composition tools appeared, and these were known as "Sound Trackers". They presented the different notes in four vertical columns or tracks. These tracks scrolled up the screen, triggering the relevant sample as they passed by. Sound Trackers were extremely easy to use, and instantly proved a huge hit with anyone interested in making music.

Sound Trackers have traditionally always offered the ability to play up to four sounds at once: a limitation imposed by the Amiga's sound hardware. OctaMED broke through this four channel limit by means of cunning programming. OctaMED can actually replay up to eight samples at once, albeit at a slightly reduced quality. This makes it possible to create tunes of surprising complexity.

OctaMED has grown into one of the most powerful music composition tools around, and Amiga Format is proud to be able to bring you a full copy of version six. This is the last of the OctaMED series: after this, OctaMED is transformed into a new product called "Soundstudio".

Using the numeric keypad

The numeric keypad is the cluster of 18 keys to the right of the main keyboard (Sorry A600 owners - you don't have one!) and *OctaMED* uses it as a quick way of selecting and altering instruments.

Keys 1 - 9 Select instruments 1 - 9

Key 0 Select instrument 10

Key / Select last used instrument

Key . Change the first instrument digit (e.g. 05 -> 15, 15 -> 05)

Key +/- Next / previous instrument

Key (/) Decrease / increase current instrument's volume by one

Key * Pick instrument number nearest the cursor

Key Enter

After pressing Enter, press key A - V to select the corresponding instrument

SPECIAL NUMERIC KEYPAD SHORTCUTS

Ctrl-4 Decrease current playseq entry

Ctrl-6 Increase current playseq entry

Ctrl-5 Insert current block to playseq

Ctrl-0 Duplicate current playseq entry

Ctrl-. Delete current playseq entry

Ctrl-8 Scroll playseq up

Ctrl-2 Scroll playseq down

Ctrl-7 Top of playseq

Ctrl-1 Bottom of playseq

You can load as many samples as you have memory to store. To load a sample into the number two slot, use the Numeric keypad to select the sample number (press 2 to go to the number two slot, and press 1 to return to the number one slot). The sample selected in this way is also the one which will be played.

PLAYING A SAMPLE

Now you can play the sample. *OctaMED* uses the Amiga keyboard as though it

Z	C-1	Y	A-2
Q	C-2	M	A#1
S	C#1	7	A#2
2	C#2	.	C-2
X	D-1	U	B-2
W	D-2	L	C#2
D	D#1	I	C-3
3	D#2	.	D-2
C	E-1	9	C#3
E	E-2	:	D#2
V	F-1	O	D-3
R	F-2	/	E-2
G	F#1	0	D#3
5	F#2	P	E-3
B	G-1	[F-3
T	G-2	=	F#3
H	G#1]	G-3
6	G#2	\	G#3
N	A-1		



Remember you can quickly select which Octave to replay your samples by clicking here or pressing F1 to F4.

were a two octave musical keyboard. It's a bit tricky to describe, but when you start pressing the keys you'll soon get a feel for which key does what. The diagram on the left shows you exactly which keys trigger which notes.

ALTERING OCTAVES

To change the octaves which the keyboard covers, you need to click on the cycle gadget marked OCT in the bottom right of the Main Control window. By default this is set to "12" meaning the first two octaves. It can be changed to "23" or "34" to select different octaves. A shortcut is to use F1 to F4 to quickly skip octaves.

Try playing your sample after selecting a different octave. Some samples sound better when played

"OctaMED uses the Amiga keyboard as though it were a two octave musical keyboard."

higher in pitch, so you will need to remember this option exists. Remember also that you can quickly select different samples using the numeric keypad.

TRACKS, BLOCKS AND SONGS

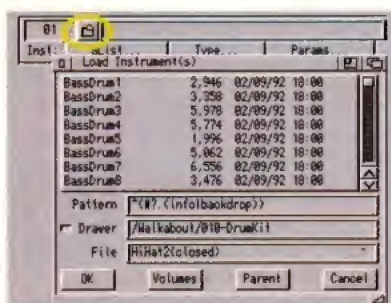
It's also important to grasp the way in which *OctaMED* songs are constructed. The most basic element is the Track: this is one vertical column of numbers

Continued overleaf →

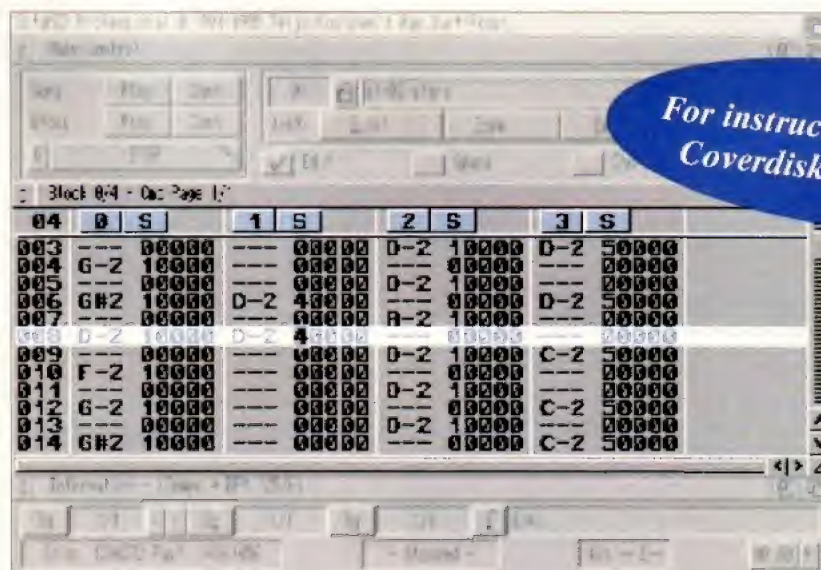
Samples

The Amiga can replay real sounds through it's audio hardware, and these sounds are stored as "samples". A sample is nothing more than a collection of numbers, but when the numbers are sent to the Amiga audio hardware, out come real sounds.

Obtaining new samples isn't difficult. The PD libraries and Internet are full of sounds for you to use, and if these aren't enough you can always make your own. To create your own sample you need a little extra hardware in the form of a small box called a "sampler". The sampler connects to the parallel port of the Amiga, and has an input socket for connection to a CD player, microphone or other sound source. The Amiga will use the sampler to convert the sound into a raw sample, which can then be saved to disk for later use.



Click the folder for the Sample load requester.



There are four Tracks here, although *OctaMED* can actually replay eight at once.

For instructions on using your Coverdisk turn to page 110

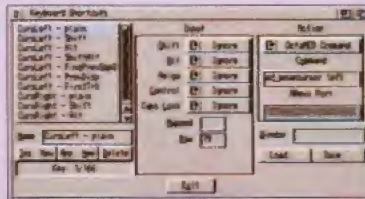
"OctaMED can use its own special synthesised sounds or even drive MIDI instruments."

Shortcuts when editing

Esc	Edit mode on/off
Shift-Esc	Chord mode on/off
-	Space mode on/off
Del	Delete note or command digit under cursor
Shift-Del	Delete note and command digits (on current page)
Alt-Del	Delete only command digits (on current page)
Amiga-Del	Delete note and command digits on all pages
Left Amiga-Del	Delete chord.
When L-Amiga is held down, every time you press Del the note under the cursor is deleted and the cursor moves to the next selected track.	
When L-Amiga is released, the cursor advances (as defined in the Keyboard Options window).	
Return or A	Insert hold symbol (+) Shift-Return
Insert hold symbols to all tracks of the previous chord	
F	Insert / play note at default pitch
Backspace	Delete note and move following notes up
Shift-Backsp	Insert empty note slot Alt-Backspace
Delete current track	
Alt-Shift-Bksp	Insert new track
Amiga-Bksp	Delete line
Sh-Amiga-Bksp	Insert line
Shift-0 - 9	Enter programmable key 0 - 9
Shift-Ctrl-0-9	Pick note under cursor as programmable key 0 - 9
Tab	Highlight current line
Shift-Tab	Cycle command pages
Ctrl-O	Create volume slide (using command 0C)
Shift-Ctrl-O	Create generic slide (using any command)
Ctrl-T	Create type 1 slide (using command 03)
Shift-Ctrl-T	Create type 2 slide (using commands 01 and 02)
Shift-Alt-Z	Swap block
Shift-Alt-X	Cut block
Shift-Alt-C	Copy block
Shift-Alt-V	Paste block
Ctrl-Z	Erase range
Ctrl-X	Cut range
Ctrl-C	Copy range
Ctrl-V	Paste range
Shift-Ctrl-V	Paste to selected tracks
Ctrl-B	Range current track
Shift-Ctrl-B	Range current block
Ctrl-J	Join block with next
Shift-Ctrl-J	Split block at cursor
Ctrl- <	Swap note under cursor with following note, taking account of the current spacing value
Ctrl- >	Swap notes on adjacent tracks
Ctrl-K	Kill notes to end of track
Shift-Ctrl-K	Kill notes to end of block
Alt-Ctrl-K	Kill notes to end of block and actually remove the deleted part of the block. In other words, the current line becomes the last line of the block.

DIY shortcuts

OctaMED lets you define your own keyboard shortcuts, in case the existing ones aren't enough. From the settings menu, select "Keyboard Shortcuts". You will then need to create space for the new shortcut, name it, define the keys to be used and finally enter the operation you wish performed.



← which scrolls up the screen whilst OctaMED is playing. To start with, there are four Tracks – one for each hardware audio channel. The first and last tracks are sent to the left Amiga sound output, the two middle tracks are sent to the right Amiga sound output.

The length of the Track can be altered, but it defaults to a sensible 64 units long, numbered from 0 to 63. Each of these unit numbers refers to an empty "slot" in the Track, into which a note or some other event can be placed. You can control the rate at which the Track scrolls up the screen by adjusting the Tempo of the Song.

A group of four Tracks, is called a Block. Tracks are always replayed in Blocks. So for example, you might create a drum and snare pattern in the first Track, some bass notes in the second Track and some strings in the Third track. This forms one Block – you can see there is no need to fill all the Tracks which make up a Block.

"At the top of the tree comes the Song. The Song is constructed from Blocks."

Some Blocks might have two Tracks used, some might have all Tracks used. It's entirely up to you. In fact some people make use of the fact that different Tracks are relayed to different Amiga audio outputs to create special stereo effects.

At the top of the tree comes the Song. The Song is constructed from Blocks. Once you have created all the Blocks you require (which are in turn created from individual Tracks), you arrange them into order to create your Song. When you replay a Song, you are replaying a list of Blocks one after the other. Each Block contains one or more Tracks, and each Track contains the

And there's more...

OctaMED can do so much more than we've had time to explain here.

- OctaMED makes it easy to alter the volume of notes, create echo effects, or to slide sounds up and down.

- OctaMED can use instruments other than raw samples (for example, OctaMED can use its own special synthesised sounds or even drive MIDI instruments).

- As the name suggests, OctaMED can even replay up to eight samples at once. There are also built in facilities for sound sampling (with suitable hardware). There just isn't space here to do anything other than scratch the surface.

For more information, remember that on-line help is only a key-press away: press the HELP button for AmigaGuide instructions. Amiga Format has recently published a tutorial on OctaMED 5, and we plan to do an OctaMED 6 tutorial very soon.



Make sure you have clicked here if you want to add or delete anything from the Tracks.

notes and events which make the sounds. And that's all there is to making an OctaMED Song!

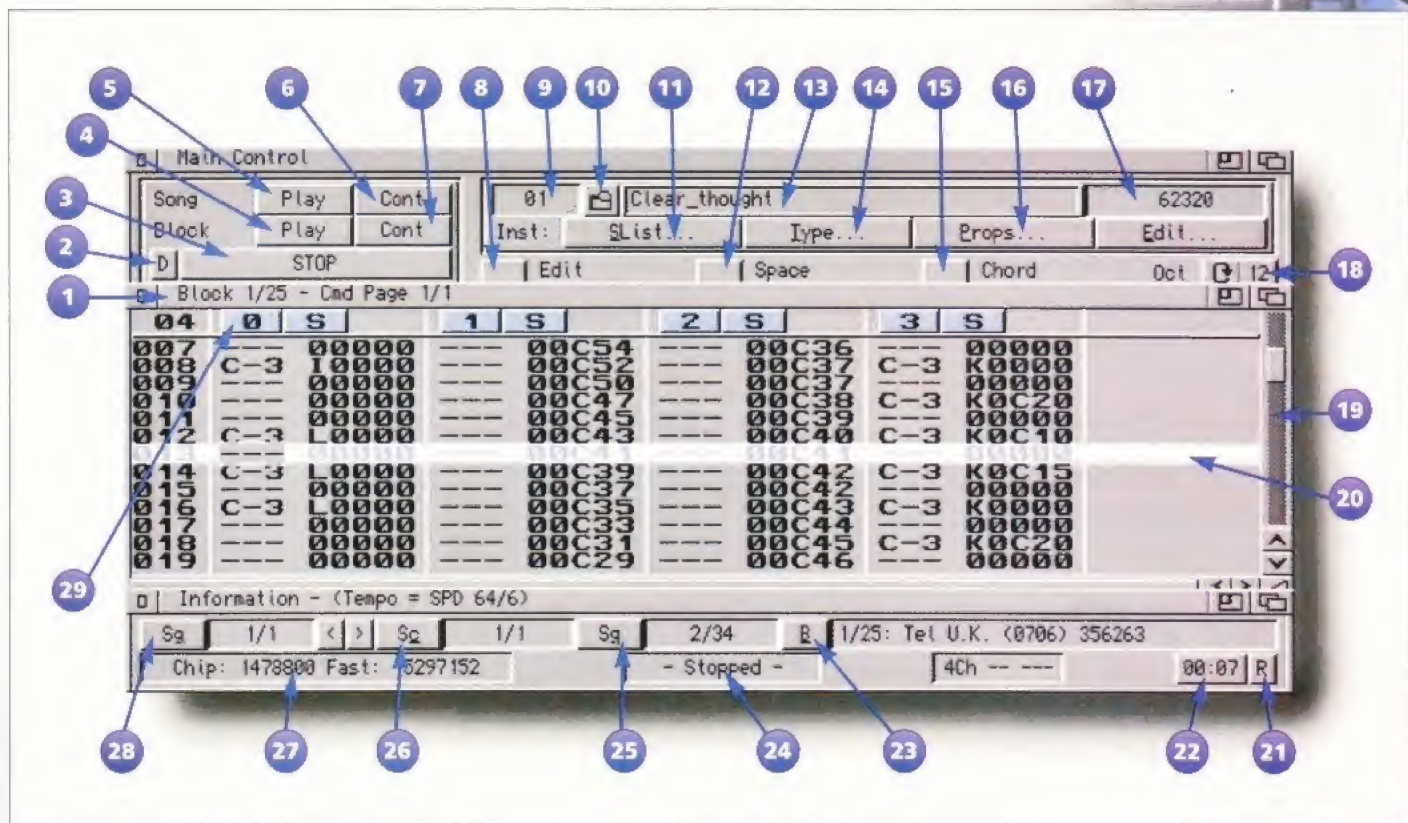
RECORDING IN STEP TIME

There are two ways to record notes into your Tracks: Step time and Real time. Step time lets you use the cursor keys to move up and down the Track and place notes where ever you wish.

For example, you might want to place a Kick drum every four steps, and using Step time editing is the easiest way to achieve this accurately.

Try it now. Load in and select a Drum sample in the same way as before. Now make sure the Edit box in the Main Control window has a tick in it. Only when there is a tick in this box can you alter the contents of the Track. Now click in the Track display, and use the cursor keys to move to the first track. Scroll up and down to the top of the Track, and then place a Drum sample at units 0, 4, 8 and so on. To do this, you only need to press a key on the keyboard. Depending on the key you press, the Drum sample will be replayed in a different key. Pressing the Q key is as good as any!

If you want to overwrite or delete a sample, move the Track display up and



Find your way around...

1. Track Display. Here is where all the tracks (usually four, but more are available) are displayed. They'll scroll up during playback.
2. Delayed start. Only start playback when a key is pressed. A good way to make sure you get the first beat in the Track when recording in Real Time.
3. Stop playback.
4. Start the current Block playing back.
5. Start the entire Song playing back, including whatever Blocks are included in the Playing Sequence.
6. Continue Song playback from where it was stopped.
7. Continue Block playback from where it was stopped.
8. Edit button. Must be on to allow changed to contents of Track.
9. Current Sample number (change with Numeric keypad)
10. Load a new Sample into the current Sample slot.
11. Display the Sample List: a way of organising samples into different types.
12. Insert a space after every note.
13. Name of current Instrument.
14. Display details on the current Instrument (Sample or MIDI for example)
15. Insert a chord (multiple notes at once)
16. Adjust the parameters of the current Instrument
17. The length of the current sample. The button beneath brings up the Sample Editor.
18. Current octave number. Click to adjust.
19. Slide bar to move up and down Track list.
20. Current item in Track list.
21. Reset elapsed time.
22. Elapsed time since song begun.
23. Bring up Block List.
24. Current status of OctaMED.
25. Bring up Playing Sequence (the list of Blocks which make up the Song)
26. Bring up the Section window, to allow sections of Songs to be played.
27. Currently available memory.
28. A list of songs to playback.
29. Mute control: use it to temporarily switch off the Tracks individually.

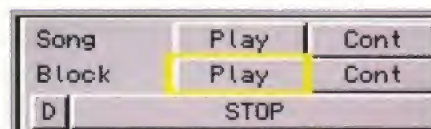
down so that the unit is highlighted again, and either press a different key or the DEL to delete it. You'll notice that every time you enter a note, the Track automatically moves to the next unit.

RECORDING IN REAL TIME

Once you have entered all the Drum sounds, try playing your Track back. Click on the Block Play button in the Master Control window. This will start your Track playing over and over: the Track will scroll up the screen, and the highlighted notes will sound. You'll soon hear any wrong notes.

With the Track still playing, click in the Track list display again, but this time move over to the second Track. If there is a tick still in the Edit box, you can now enter notes in the second track in Real Time. Simply hit a few of the keys on the keyboard, and they'll appear in the Track display. When the track loops around again, they'll be replayed.

This is a very good way to enter notes quickly. You can select the sample to enter, and play it on the keyboard with the other Tracks as a backing. If you make a mistake, you just have to hold down the DEL key to blank out all the notes.



Click here to repeat the Block over and over - perfect for recording notes in real time.

**Continued
overleaf ➔**



OctaMED and MIDI

MIDI is the "Music Instrument Digital Interface", and it's the standard for connecting musical instruments to each other and to other pieces of equipment such as drum machines and computers. Compatible hardware will have at least one MIDI socket. MIDI allows instruments to send signals which trigger notes: no sound is sent through the MIDI ports, only a special digital code. The code can be generated by an instrument such as a keyboard, or a computer program such as *OctaMED*.

OctaMED is fully MIDI compatible: although you will need an Amiga MIDI interface, which are available for about £20 from various dealers. The MIDI interface connects to the Amiga's serial port and provides MIDI IN, OUT and THRU connections. To use MIDI, you

need only define a new Instrument. Instead of making the Instrument a Sample, define it to be a MIDI voice. It can then be used like any other instrument.

Using MIDI means that *OctaMED* is no longer limited to the Amiga's audio output capabilities: you can supplement the four or eight tracks of Amiga sound with up to sixteen channels of MIDI instruments. MIDI code are stored in tracks in exactly the same way as normal *OctaMED* tracks: the only difference is that the instrument is set up to be a MIDI part rather than an audio sample. MIDI instruments cost from about £100, and if you are interested in computer music you should investigate them perhaps by reading sister mag "Future Music".

"A Top Forty hit is virtually guaranteed!"

← BLOCK AND SONG EDITING

Let's assume that you have finished recording your Tracks, and so have a Block which is more or less finished. Let's assume it forms the introduction to your soon-to-be-completed Song.

Now you need to go to the pull down menus at the top of the screen, and find the menu entitled Block. You'll see an option called New>> which has several options. Stick to Append for now. This creates a brand new Block for you to play with.

To select which Block you are currently editing, open the Block list by

clicking on the B in the Information window at the bottom of the screen. A keyboard shortcut is to press left ALT and B. From this window you can pick the Block to work with.

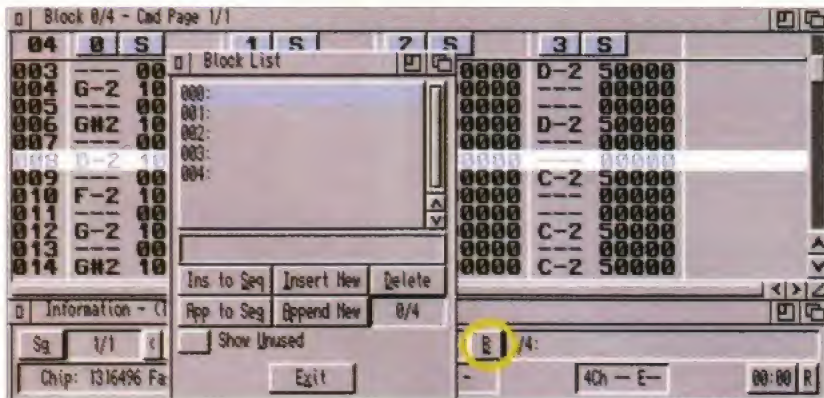
If you want to use some of the previously defined Tracks in this new Block, you can Cut, Copy and Paste them. Use the Track menu to select the Track you want to copy, and then move to the required Block and Track to paste it down. When you paste down a Track, you'll delete whatever was already stored there, so be careful.

To create a Song, you only need to create a list of Blocks to play. To do this,

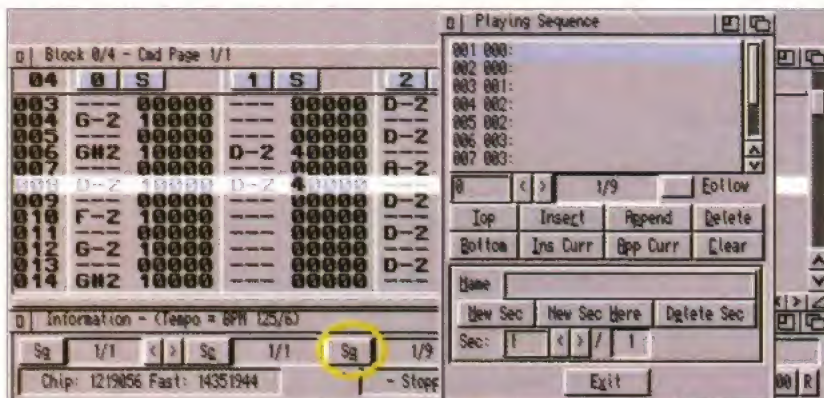
open the Playing Sequence window. To do this click on the Sq button, or press left Alt and Q. Using the Insert button you can add items to the playback list, and so create your Song. A Top Forty hit is virtually guaranteed!

THIS IS THE END...

The best way to learn what you can do with *OctaMED* is to have a jolly good play around. There are plenty of Mod files on Aminet - why not download some and see how they were put together. But we will be having more tutorials to help you along!



The Block List display will let you move from Block to Block. A bit like Spiderman in fact.



The Playing Sequence is a list of Blocks. By deciding on the order and repetition of each Block, you can construct your Song.

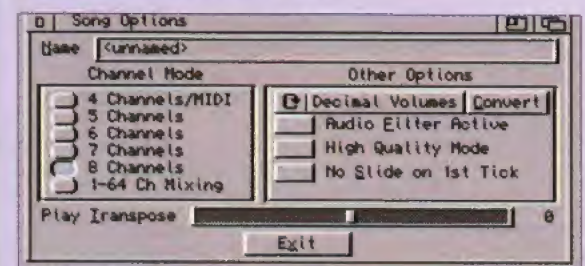
More than four channels

When composing, you find you are limited by the default four channels. Good news - *OctaMED* will let you play five, six, seven or even eight sounds at once. It does this by mixing together the sound samples before playing them.

Please note that the number of tracks and the number of sounds aren't necessarily the same: as *OctaMED* supports MIDI it's possible to have a large number of tracks all open at once.

To create some new sound channels, first increase the number of tracks up to a maximum of eight. Next, use "Set Options" from the Song menu, and click on the number of channels you want to use. *OctaMED* will expand the existing blocks as required, and then halve any existing samples. You will find that you can now work with up to eight sounds at once.

There are some side-effects to playing more than four sounds, but try using the "High Quality" mode to reduce distortion. If you have an A500 or A600, this will only make a difference when using 5 or 6 channels due to processor limitations. It is also not possible to use synth or hybrid sounds in more than four channels.



General shortcuts

Shift-Alt-Space	Play song	Shift-Ctrl-N	Append new default block
Remember that you may also use:			
Shift-Space	Continue song the Left Alt shortcuts underlined	Alt-Ctrl-N	Append and select new block
Amiga-Space	Play block in the Main Control window	Shift-Alt-Ctrl-N	Append and select new default block
Alt-Space	Continue block	Ctrl-D	Delete current block
Space bar	Stop playing	Shift-Ctrl-D	Delete last block
Ctrl-Space bar	Reset MIDI presets / pitchbenders / mod. wheels	Ctrl-S	Save IFF instrument
Shift-<left>	Previous sample	Shift-Ctrl-S	Save raw instrument
Shift-<right>	Next sample	Ctrl-G	Flush current instrument
Alt-Shift-<left>	16 samples backward	Shift-Ctrl-G	Flush all unused instruments
Alt-Shift-<right>	16 samples forward	Ctrl-A	Automatic Advance Down on/off (Keyboard Options)
Shift-Ctrl- <	Previous free sample slot	Shift-Ctrl-A	Automatic Advance Cursor Right on/off
Shift-Ctrl- >	Next free sample slot	Alt-Ctrl-A	Automatic Advance to Next
F1 - F5	Select octaves 1+2 - 5+6 in normal mode, 3+4/2+3/1+2 - 7+8/8+9/9+A in MIDI mode (pressing F1 and F5 cycles through several octaves)	Track on/off	Track on/off
Ctrl- - (minus)	Decrease Tempo slider	Ctrl-W	Advance with sound on/off
Ctrl- + (plus)	Increase Tempo slider	Ctrl-F	Display free memory
Shift-Ctrl- -	Decrease TPL slider	Alt--	Set spacing value to length of current range - 1.
Shift-Ctrl- +	Increase TPL slider	For example, marking a range from 000 - 002 sets spacing to 2.	
Ctrl-I	Insert new block	(It's logical to subtract 1 since with a spacing of 2, the cursor skips from line 000 to 002 which is 3 lines long).	
Shift-Ctrl-I	Insert new default block		
Ctrl-N	Append new block		



Other features

OctaMED can save songs in a special "multi-module" format. This makes it possible to save several songs which all use the same samples.

Use the "Set options" from the Song menu to change the name of the current song. The song appears in the title bar of the screen.

Each track can be given a different volume in relation to the others. Use this feature to fine-tune your mix. You can alter the settings from the "Set Volumes" option in the Song menu.

OCTAMED SOUNDSTUDIO V1



Special New Year Offer from RBF Software

From now until the end of February 1997 you can purchase the fantastic 64 channel, mix mode OctaMED Soundstudio at a **NOT TO BE MISSED** price.

Choose either the CD-ROM or floppy disk version for only **£18.00** plus p+p.
Printed Manual **£7.00** (A must if ordering the floppy disk version)

Please add the following post/packaging:

UK £1.00, EC £2.00 R.O.W £3.00

RBF Software regret that they cannot accept credit card orders.

Payment can be made by cheque/postal order/international postal order/giro/cashiers check.

Payable to: RBF Software, 169, Dale Valley Road, Southampton SO16 6QX

First 12 orders received at above address will receive a FREE Aminet CD

If you wish to order the CD-ROM (only) using your Credit Card please phone our distributor Weird Science in 0116 234 0682 today.

**ONLY
£18**

Weird Science


Weird Science Ltd, 1 Rowlandson Close, Leicester, Leicestershire, LE4 2SE
Tel: +44 (0)116 234 0682 Fax: +44 (0)116 235 0045
email: sales@weirdscience.co.uk or tech@weirdscience.co.uk

**TRADE ENQUIRIES
MOST WELCOME
AVAILABLE FROM ALL
GOOD STOCKISTS**

£34.99

AMINET SET 3

Aminet Set 3, dated July 1996, consists of 4 gigabytes of software in 9,000 archives. The software is on four compact discs and has included the full versions of Imagine 4.0, XiPaint 3.2, Dotted 5.0 and some commercial games. With 95 megs Utilities, 79 megs Documents, 408 megs Text Software, 12 megs Disk/HD Tools, 2 megs Hardware related, 756 megs Pictures & Animations, 208 megs Graphics software, 394 megs Graphics & Sound Demos, 563 megs Games, 685 megs Music modules, 28 megs Music software, 131 megs Communications and more. In fact the contents of Aminet CD's 9 to 12.

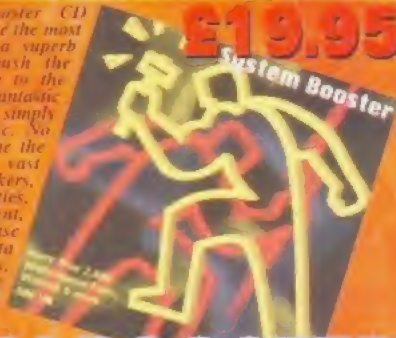


AMINET SET 3

£19.95

System Booster

The Amiga System Booster CD enables users to really make the most of their computers with a superb collection of tools to push the capabilities of the Amiga to the limits. Nearly all the fantastic utilities can be started by simply direct from the compact disc. No de-archiving required. The contents include a vast collection of screen blankers, mouse tools & commodities, backup, file management, cache programs to optimise system performance, data recovery, CD-ROM utilities, virus killers and a whole host more. 1.6MB 3.5"-80MM compact disc (no installation) - see description page.



SYSTEM BOOSTER

Magic Publisher

Including Final Writer 4 SE

£49.95

MAGIC PUBLISHER



MAGIC PUBLISHER

£29.95

AMINET SET 2

Aminet Set 2, dated November 1995, consists of 4 gigabytes of software in 12,000 archives. The software is on four compact discs and has included the full contents of Aminet CD's 5 to 8. With Utilities, Documents, Text Software, Disk/HD Tools, Hardware related, Pictures & Animations, Graphics software, Graphics & Sound Demos, Games, Music modules, Music software, Communications, Amiga Development software, Business software and more. All of the archives are easily accessible with a simple Index menu system allow easy unarchiving with complete search and find facilities.



AMINET SET 2

£14.99

AMIGA DEVELOPERS CD

The Amiga Developers CD from Amiga Technologies comes complete with all the developers tools and docs, provided to the official developers. Included are the complete CD32 developers tools with Build CD and ISO CD, Envoy 2.0 package, Enforcer, Workbench 2.0, 3.0, 3.1 tools and documents with the updated native developers kit, SANA 1.1 package and the installer package. Also included is a vast amount of info. A must for Amiga enthusiasts.



AMIGA DEVELOPERS CD

£19.95

MODS ANTHOLOGY

A collection 18,000 music modules arranged of four compact discs all sorted by composer, groups and type. All stored ready to use from the compact discs. Provided with 11 megs of Module lists and 25 megs of module players for many different computer platforms. This 7 years titanic work provides over a 1,000 hours of music enjoyment along with information on many of the composers whose work is featured.



MODS ANTHOLOGY

£29.95

AMINET SET 1

Aminet, the Worlds largest collection of freely distributable Amiga software. Up to 10,000 users access the archives every day and countless programmers publish directly via Aminet. This CD-ROM collection, on four compact discs contains approx. 4 gigs of in 12,500 archives. Set 1 contains the contents of Aminet CD's 1 to 4 Categories include Utilities, Documents, Text Software, Disk/HD Tools, Hardware, Pictures & Animations, Graphics & Sound Demos, Games, Music, Communications, Development, Business software and more. Index facilities also included.



AMINET SET 1

£49.95

AMIGA REPAIR KIT

The Amiga Repair Kit CD comes complete with the all with all the tools required to backup and rescue your precious data on hard drives. Disk Solver 1.1 will rescue and restore most damaged, corrupt and even deleted files from floppies, hard disks etc. During the process it will attempt to fix all problems caused by software failures or physical damage. Disk Solver 1.1 is a superb program that will allow you to restore your valuable data even if the Rigid Disk Block has been destroyed or over written. Recently can recover files from normal or corrupted disks. Beware! Amiga Tools



AMIGA REPAIR KIT

£19.95

MODS ANTHOLOGY

A collection 18,000 music modules arranged of four compact discs all sorted by composer, groups and type. All stored ready to use from the compact discs. Provided with 11 megs of Module lists and 25 megs of module players for many different computer platforms. This 7 years titanic work provides over a 1,000 hours of music enjoyment along with information on many of the composers whose work is featured.



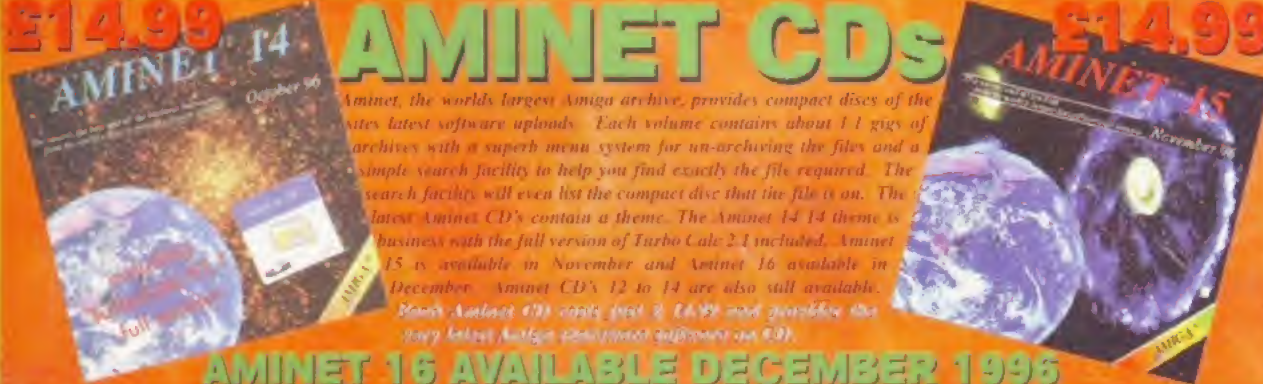
MODS ANTHOLOGY

£14.99

AMINET CDs

Aminet, the worlds largest Amiga archive, provides compact discs of the sites latest software uploads. Each volume contains about 1.1 gigs of archives with a superb menu system for un-archiving the files and a simple search facility to help you find exactly the file required. The search facility will even list the compact disc that the file is on. The latest Aminet CD's contain a theme. The Aminet 14 14 theme is business with the full version of Turbo Calc 2.1 included. Aminet 15 is available in November and Aminet 16 available in December. Aminet CD's 12 to 14 are also still available. Beware! Aminet CD's start from £14.99 and sometimes the price listed Amiga.com is not always correct.

AMINET 16 AVAILABLE DECEMBER 1996

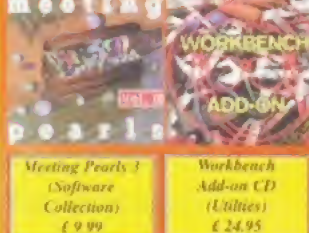


AMINET 16 AVAILABLE DECEMBER 1996

Meeting Pearls

Workbench Add-on (Utilities)

£9.99 £24.95




Giga Graphics Four CD-ROMs Image Collection

£19.95

Xi-Paint v. 4.0 24 Bit Image Manipulation

£49.95



Global Experience Commercial Demos Software

£24.95

Art Studio 24 Bit Paint Package


£39.95



£14.99

EURO CD VOL. 1

The Euro CD contains a vast variety of programs and data for the Amiga in the Aminet mould. However this CD differentiates itself by have the contents ready to run without de-archiving. The contents include Animations 36 megs, Commercial 21 megs, Demo's 65 megs, Disk tools 12 megs, Fonts 12 megs, Games 57 megs, Misc. 6 megs, Modules 110 megs, Music 31 megs, Objects 12 megs, Pictures 118 megs, Presentations 23 megs, Printer 1 meg, Programs 23 megs, Samples 4 megs, System 10 megs, Text files 26 megs, Utilities 16 megs and Vidulor 3 megs. Full English docs and menus.



EURO CD VOL. 1

International Distributor:



GTI

Grenville Trading International GmbH
Carl-Zeiss-Str. 9
79761 Waldshut-Tiengen, Germany
Tel. +49 7741 83040
Fax +49 7741 830438
Email: amiga@gtigermany.com



Weird Science

IN-TO-THE-NET

Getting an Amiga connected to the Internet is one of the most difficult tasks due to the complex installation routines of AmiTCP and the lack of any real guidance. Not only will this situation change but you will now be able to get connected to the Internet and the WWW without a hard drive or the complicated setting up of the software. Our extensive networking skills have really been put to the test providing a simple connection from a compact disc providing a pleasant introduction and connection to the internet. Most of the difficult setting up is done automatically for you with the connection program provided. All that is required is the answers to a few simple questions. In addition the CD contains all the tools required for both the beginner and expert, full instructions on getting connected and many very helpful documents on the Internet and WWW. The tools include AmiTCP, Mail, FTP, WWW and many more. In addition there is a section on WWW page creation with clip art and creation tools. Easy Hard Drive installation possible but not required.

INCLUDES OUT-OF-THE-NET FREE

INCLUDES OUT-OF-THE-NET

UPGRADES AVAILABLE

- (Browse (Full Version)) £ 24.95
- Miami Registration £ 24.95

A MAGICAL JOURNEY THROUGH EXCITING DIVERSE SUBJECTS

THE LEARNING CURVE

The Learning Curve CD presents a fantastic and magical journey through exciting subjects brought together for the first time on an Amiga CD. Containing over 32,000 files this title will delight and interest both young and old with the vast diversity and quantity of Amiga Educational and Informational programs featured. All of the programs can be run directly from the compact disc, with no unarchiving on the Amiga (Windows 3.04+). Encyclopedias have been scanned for the Amiga and educational compact discs have been virtually re-created with new and unique CD providing productive entertainment for all ages. **Join the Learning Curve!**

- Aircraft
- Art
- Computer
- Desktop Utils
- Electronics
- Engineering
- Geography
- Health
- History
- Hobbies
- Educational
- Fairy Tales
- Mathematics
- Spelling
- Languages
- Literature
- Drama
- Music
- Mythology
- Philosophy
- Religion
- Science
- Astronomy
- Biology
- Books
- Chemistry
- Ecology
- Geology

SOUNDSTUDIO

SoundStudio has arrived. With fabulous new features including full mixing facilities, edit modules as samples, notation editor, speech printing, 64 channels, new midi commands, more format support, no sample size limits, fast-track facilities and more. SoundStudio has lifted Amiga music creation to new heights. **A. Music for all instruments.**

Upgrades £24.99 Please Call

SOUNDS TERRIFIC 2

The music and sounds file can be auditioned from an easy to use interface for both a PC & Amiga. Included are 4,400+ samples, 300+ extra large samples (over 1000 24-bit, 950+ ScreenTraker samples, 1,000+ categorized midi files, 1500 TEF samples, 650+ new personal WAV samples, 1,000+ Windows Instrument samples on WAV & TEF formats, 100's of albums for Amiga and so it boasts the complete MIDI/MP3 collection of **Max Jax**. **Max Jax** is available at www.maxjax.com £29.95 & DVD £49.95

NETWORK CD 2

The very best in CD2 and Amiga Network has just been packed into this CD. The software and operating has been improved in every possible way. The CD2 Network edition 2.5 includes with more memory available and file size can be increased again. This feature means on the Amiga you can setup any program to run on each machine, including the same. Several other updates to the CD2 Network edition have been included, for both Amiga and PC users. Several new features are included and more. The Amiga version of the CD2 Network edition is available for Amiga and PC users. **Price is much more than the other CD2's. £24.95 & DVD £49.95**

DEM ROM

The Dem Rom CD contains over 1,000 digital elevation maps (DEM's) from the USGS. Along with these digital elevation maps are thumbnail renderings of their topographical map in Jpeg format for easy previewing. Dem Rom originally appeared on Light Rom 3. The digital elevation maps can be used with any program that accepts the DEM format such as Vista Pro, Scenery Animator or World Construction Set to create beautiful still images or fantastic flight through your favourite scenery. **DEM's are royalty free.**

MULTIMEDIA BACKDROPS

The Multimedia Backdrops CD contains 100 backdrops designed for Desktop Video and Multimedia work in the HFM4, TARGA and TFF file formats in NTSC (752x480) and PAL (768x576) resolutions. The INDEX directory provides thumbnail renderings of all the backdrops for easy previewing. **£19.95**

WEIRD TEXTURES

Featuring a massive 200 textures and 200 images, each 256 x 256 pixels. Each detailed texture can be used to create images with absolute seamless edge to edge matching. Superb for wrapping around any complex object perfectly or adding vibrant backdrops for WWW pages etc. Finding the right texture is easy with a 34 page colour index booklet displaying all of the textures in their glorious colour. The images are in TFF, GII, JPG, TGA & PCT formats. **£14.99**

LIGHT ROM GOLD

The very best from Light Rom 1, 2 and 3 with over 4,000 Lightrom objects and scenes. Light Rom Gold was created for those who did not purchase Light Rom 3. The material on Light Rom Gold is compatible with all versions of Lightwave on all platforms. The material is presented using the content directory method for all users of Lightwave 4.0 and 4.1. All of the Lightwave objects and scene files are represented with thumbnail renderings for easy previewing. **£19.95**

IMAGINE PD 3D

Imagine PD 3D consists of thousands of Imagine 3D objects created by US Amiga and PC users from around the world using Imagine 1.0 up to Imagine 4.0. The objects fall into many different categories including Anatomy, Animals, Aviation, Bunnies, Buildings, Computers, Fruits, Furniture, Household, Kitchen, Land, Lenses, Maps, Musical, Planets, Robots, Ships, Sports, Sports, Video, Vehicles, Weapons and many others! Creating the objects is the hardest part of the 3D rendering software. **£19.95**

LIGHT ROM 4

LIGHTROM 4 is a 2 CD-ROM set for the Amiga. Mac, Windows & NT features all new Lightwave objects and scene files. In addition there is a bonus CD-ROM with 1,000 Jpeg Textures. See below. LIGHTROM 4 also includes a selection scene files by Alan Chan. This set contains exactly the material and is an absolute superb resource for Lightwave. **£29.95**

3000 JPEG TEXTURES

The 3000 Jpeg Textures CD contains over 1,000 textures in the Jpeg format. There are thumbnail renderings of every texture for easy previewing. The textures cover all categories including Brick, Bump Maps, Carpet, Cloth, Fabric, Furniture, Granite, Greenery, Images, Marble, Organic, Wood, Skin, Stone, Sugar, Ties and more. Realistic high quality textures for a variety of uses are provided in the standard Jpeg format. **£14.99**

MULTIMEDIA EXPERIENCE

The award winning Multimedia Experience provided for users to create their own stunning multimedia presentations with images, text, video and sound. With the new low price all users can start multimedia. **£19.95**

Info Nexus 2 also available for £19.95 with Data Nexus £2.99. Info Nexus is a directory utility providing easy file management.

IBROWSE

The fully featured World Wide Web browser. Browse makes surfing the net with your Amiga a breeze. Support HTTP 1.1 & 1.0 as well as Netscape extensions. Color pages with MUI included. Fully compatible with In-To-The-Net. Works with any video card and will support external displays for sounds, animation and video. **£29.95**

ANY ONE FREE WITH EVERY £25.00 SPENT

INSIGHT DINOSAURS, GUINNESS DISC OF RECORDS, INSIGHT TECHNOLOGY OR PANDORAS CD

FABULOUS MULTIMEDIA FOR ALL THE FAMILY

PLEASE ASK FOR FREE CD OR IT WILL NOT SHIPPED

3D CD 1 Objects £ 9.99	3D CD 2 Images £ 9.99	UPD Gold (4 CDs) £ 19.95	Clip Art CD £ 9.99	Retro Gold Emulators £ 19.95
Assassins Volume 1 £ 9.99	Assassins Volume 2 £ 19.95	Multimedia Toolkit 1 £ 9.99	Multimedia Toolkit 2 £ 19.95	Amos PD CD £ 19.95
Speccy 96 Latest £ 19.95	CBM 64 Latest £ 19.95	Emulators Unlimited £ 19.95	Card Games (Brand New) £ 14.99	GFX Sensations £ 19.95
Insight Dinosaurs £ 19.95	World Atlas AGA only £ 29.95	Movie Maker Special FX £ 29.95	Nexus Pro £ 9.99	Ultimedia 3 & 4 CDs £ 9.99
17 Bit Encounters £ 14.99	17 Bit 5th Dimension £ 19.95	17 Bit Phase 4 £ 14.99	17 Bit LSD CD 3 £ 19.95	PD Soft Hottest 6 £ 14.99
NFA AGA Experience £ 14.95	NFA AGA Experience 2 £ 19.95	NFA Utilities Experience £ 14.99	MWB Enhancer £ 9.99	Meeting Pearls 3 £ 9.99
PD Soft Utilities 2 Double CD £ 19.95	Light Rom 3 Triple Pack CD £ 19.95	Zoom 2 Latest Version £ 14.99	Scene Storm Demos £ 19.95	Sci-Fi Sensations 2 Double CD £ 19.95
Oh No More Worms Vol. 1 £ 9.99	Epic Encyclopedia £ 29.99	Octamed 6 CD £ 19.95	Insight Technology £ 19.95	Guinness Records £ 19.95

AMINET CD SUBSCRIPTIONS

EACH AMINET CD FOR ONLY £9.99 UPON RELEASE BY JUST REGISTERING FOR A SUBSCRIPTION. AS EACH NEW CD IS RELEASED WE WILL CHARGE YOU AND DISPATCH YOUR NEW AMINET CD ON THE DAY OF UK RELEASE

TELEPHONE ORDER HOTLINE +44 (0)116 234 0682

ACCESS, VISA & SWITCH WELCOME
UK POSTAGE IS £1.00 FOR THE FIRST ITEM AND 50p EACH EXTRA ITEM. OVERSEAS IS DOUBLE
WE WILL PRICE MATCH ANY ADVERT IN THIS MAGAZINE



Emulators
Part 5



CPC & MSX EMULATORS

Arcanoid, Eggbert, BombJack – remember your favourite eighties games – now find out how you can enjoy them all over again.

The software of the eighties – we all remember it. It ran on home computers from Amstrad and the Far East and there are now a choice of CPC and MSX emulators that work pretty well on most modern Amigas. Fast memory is recommended, but you don't need a 68040 or 68060 to get them running at a reasonable pace.

CPC and MSX emulation is one of the growth areas on the Amiga emulator scene, with upgrades arriving on Aminet and in PD libraries throughout the year. New versions have improved graphics and file transfer options. We've included a list of contacts for you at the end of this article.

The Amiga has two emulators for MSX software, and no less than four that will run Amstrad CPC programs. A-CPC and EmuCPC are Amiga specific, while CPE and Ami-CPC (or rather, PC-CPC) are also available for MSDOS machines.

MSX options are AmMSX1 and 2, specifically for Amigas, and fMSX which started out as a portable (i.e. slow) emulator for PCs and Unix systems, and

was re-written to make better use of the Amiga, running more than four times faster as a consequence! This confirms that native Amiga code can run rings around compiled C, hastily ported from other platforms.

THE CPC RANGE

Amstrad's CPC computers were popular in the mid 1980s. They were produced in response to Acorn's BBC micro and Sinclair's Spectrum, outselling the former but never quite matching the success of the Spectrum.

CPCs were sold worldwide under a variety of names, including Orion, Solavox, Saisho, Triumph, Isp and Schneider, in Germany. Apart from the name and minor changes in messages and key layout, they're all the same.

The original 1983 CPC 464s had 64K of internal RAM and a cassette drive. The CPC 664 supplemented this with a non-standard three inch disk drive in 1984, and soon after the memory capacity was doubled to 128K. This CPC 6128 was the standard for many years.

Amiga CPC emulators can run software for 464, 664 and 6128 models. Much later Amstrad improved the CPC graphics and attempted a relaunch, along with a keyboard-less GX4000 console, but there was little software support for the update.

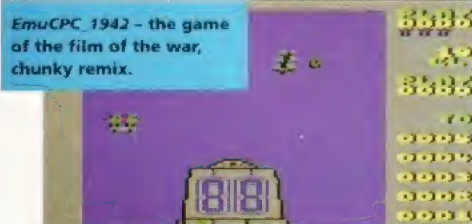
MICROSOFT MASTERPLAN #13A

MSX was one of the many Microsoft schemes that did not quite come off. The name stands for MicroSoft eXtended. In conjunction with the Japanese publishers ASCII, the US micro monopolists devised a standard home computer, based on their own BASIC interpreter and off the shelf chips from Zilog, Texas and General Instruments. It was marketed between 1982 and 1988.

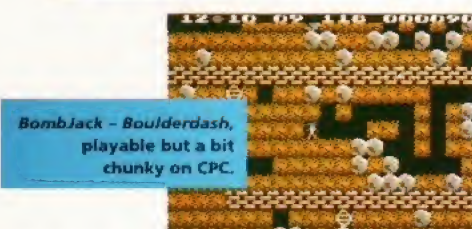
MSX rights were licensed to around 40 manufacturers, mostly in the Far East, who came up with variants on the



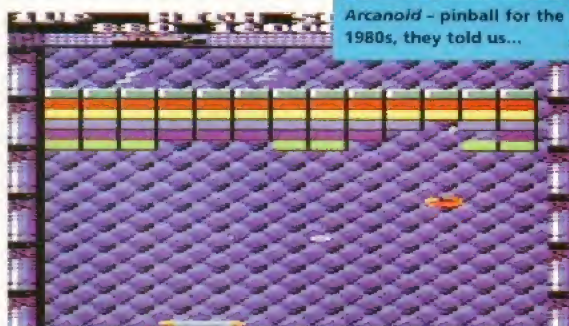
MSX_1942 – the game of the film of the war – also on Spectrum and C64.



EmuCPC_1942 – the game of the film of the war, chunky remix.



BombJack – Boulderdash, playable but a bit chunky on CPC.



Arcanoid – pinball for the 1980s, they told us...



Eggbert – MSX2 graphics could be quite pretty by 8-bit standards.

CPC EMULATORS

Amstrad's decision to allow the free distribution of CPC ROMs means that CPC (and Spectrum) emulation has boomed in the last couple of years.

A-CPC

Written on an A500 with Workbench 2, Devpac and twin floppy drives. It doesn't have a built in monitor, but can emulate the 'Multiface 2', if you've got the right ROM file. The demo is usable but crippled. The full version allows direct access to real CPC disks.

A-CPC works best on a 68030 and needs at least 1Mb of RAM. It emulates all the original Amstrad models and comes in versions for old and new processors.

AMICPC

AmiCPC also expects a 68030 and like A-CPC it needs a 15KHz PAL monitor and objects to AGA mode promotion. It is faster than its rivals, but you need a 68030 or better to run most programs at full speed.

Sound emulation is limited to simple tones. Most of the documentation is in French, with about four pages in English. This is a nice freeware emulator and well worth looking at. It's coded in approved style with menus and tooltypes, multitasks well and doesn't tie up the Amiga, even if you leave it running in the background.

EMUCPC

Also written in France, version 0.4B arrived on Aminet at the beginning of this year, and works well, although rather slowly. It requires Workbench 3.0 and at least a 68020.

EmuCPU multitasks but there's not much CPU time left. It's noticeably slower than its rivals in 16-colour MODE 0 on a 68060, which suggests that it may be relying on instructions which the 68060 has to trap and emulate.

EmuCPC is freeware with just two A4 pages of documentation, but some useful example files. It supports add-on Amstrad 'ROM' files, and comes with Amiga shell utilities to format, read and write 180K 'disk' files.

There are no menus. Function keys, listed when you start the program, change screen mode, reset, swap disks and save and load snapshots. The original CPC keymap is emulated, with simple help text available on F7, as the Amiga keytops and CPC characters do not correspond. This is a common problem with all the CPC emulators - it would have been nice to have had an option to use the Amiga rather than the Amstrad keymap.

NEW VERSION

EmuCPC is being actively developed and a new version, 0.7, arrived on Aminet as this article was prepared. This one can emulate the 6128

model and programs which change the display resolution part-way down the screen.

Perhaps the most significant advance is provision for fast parallel transfers from a real CPC to your Amiga.

CPE

CPE is a relatively limited emulator, based on an early version of an eponymous emulator for PC clones, and an old Amiga emulator for obsolete CP/M business machines. The assembler source code supplied needs changes for processors after the 68000. I spent a while tweaking it, with some success, but could not get the keyboard working properly.

Disk support is rudimentary and there's no emulation of CPC sound effects. CPE does include a reasonable Z80 monitor. You're probably better off with one of the other CPC emulators, although real enthusiasts might find the source code interesting.

COMPARISONS

EmuCPC and AmiCPC are freeware and work well on all the Amiga configurations that we tested. The shareware A-CPC has problems on faster machines, but direct support for three inch disks and CPC plus features - in the registered version - should win it a few converts.

MSX standard, all compatible with the same software on cassette, cartridge and - eventually - floppy disk. Sony, Yamaha, Toshiba, GoldStar, Daewoo and Philips got onto the bandwagon, and managed reasonable sales worldwide, but the hardware did not sell particularly well in the UK, where it was perceived as overpriced and outdated compared with locally developed micros.

The original MSX standard was followed by MSX2, with more RAM and twice the graphics resolution. This enjoyed modest support in Japan and Europe. Amiga MSX emulators offer some, but not all, of the MSX2 features. Software producers aimed for the mass market and most commercial releases run fine on MSX1.

COMPARISONS

CPC and MSX computers have a lot in common, because they're based on cheap, commodity parts from the mid 1980s. They both use the eight bit Zilog Z80 processor, running at around 4 MHz, and three channel square wave sound chips based on a General Instruments design. Both have large ROMs for the day, containing a simple operating system and old-fashioned unstructured BASIC interpreters.

The Z80 processor is rather more difficult to emulate than the 6502 and 6510 used in most other home micros. It has more registers than can comfortably be fitted into the 68000 ones, and stores 16 bit values the opposite way round, requiring much swapping of bytes.

The Z80 can only access a total of 64K of memory at any time, but later users got around this with hardware to swap 'banks' of a few K from a larger pool, in and out of that space. This is hard to emulate efficiently on an Amiga without memory management hardware, and there's no officially sanctioned way to do it even with an MMU. So emulation of programs which use more than 64K of main RAM may be substantially slowed.

GRAPHICS

The most obvious difference between MSX and CPC is in their graphics. MSX was aimed at televisions, with a low resolution of 256 by 192 pixels in a maximum of sixteen preset colours, like the Texas Instruments TI 99/4A. The Memotech MTX and Tatung Einstein micros were designed in Britain around the same Texas VDP circuit, which uses separate memory for the display and Z80 processor.

CPCs support higher resolution and more colours, sharing processor and display memory. Most CPCs were sold

Continued overleaf →

Firebird - high resolution and vertical scrolling in this MSX2 title.



Parodius - festive cartoon-style fun with Japanese captions.



Konami Table Tennis - simple, playable MSX software from Japan.



Outrun - the MSX version of the coin-op road game - not so turbo.

MSX EMULATORS

There are two MSX emulators for Amigas – fMSX and MSX2. Both emulate MSX1 in full, with growing support for MSX 2 features.

fMSX runs at about 70 per cent of the speed of a real MSX2 machine on an A4000/030, and is just about usable on an A1200 with fast memory. It's freely distributable, with source code available.

The stability and system friendliness of fMSX belies its low version numbers, with versions from 0.4 upwards working well, and growing support for MSX2 features. By default fMSX simulates an MSX1 machine.

The original Unix version of fMSX is now at 0.9; it was written in the USA and converted to Amiga by Hans Guijt of Holland. The Amiga version requires Workbench 2 and a 68020 or faster processor. It's more than twice the speed of the real thing on a fast 68040 machine, and manages about 425 per cent speed on a Cyberstorm 68060.

The AmigaGuide documentation is fine, and you can configure the screen update and

interrupt rate for best results, adjusting the effective speed by a factor of about five times. MSX1 emulation is good, but few MSX2 screen modes are implemented and the sound chip emulation is limited to tones, without support for 'white noise' hissing effects.

Fresh out on the streets is fMSX version 0.8. This has slightly slower Z80 processor emulation than version 0.4, but improved sound and screen handling. The differences stems from support for the relatively large memory of MSX2 systems.

fMSX used to implement memory bank switching by copying banks in and out of the simulated Z80's 64K space. Now it selects the required bank as it goes along, making code that does not switch banks rather slower, but massively improving performance on programs that do a lot of switching around.

MSX2

MSX2 is shareware and comes from Spain. The demo version 2.1 on Aminet is time

limited, stopping after just ten minutes, and lacks some of the features of the full version. It requires Workbench 2 and at least 2Mb of preferably fast RAM. MSX floppy disk access requires mfm.device, part of CrossDos.

MSX2 is a bit of a hack, designed to give reasonable speed even on a 14MHz 68020. It disables multitasking and it's incompatible with the 68060 and multisync displays, but it's about twice the speed of fMSX on 68020 and 68030 systems.

The author claims that 68040 systems should be compatible once the copyback cache is disabled. Sound, graphics and processor emulation are almost complete, although still not quite perfect. Most MSX games run well.

COMPARISON

fMSX just keeps getting better, but I still expect that a few 68020 and 68030 users will find the extra features of MSX2 well worth the \$30 registration fee.

in a bundle with a monitor, allowing up to 640 pixels on a line – a bit fuzzy on a colour screen, 320 by 200 in four colours, or 160 by 200 pixels in sixteen colours chosen from a palette of 27, the favourite mode for games.

WEIRD DRIVES

Peculiar three inch 40 track disks were used in early MSX and CPC micros. These have a nominal capacity of 180K per side. The three inch Hitachi format was once a rival for Sony's 3.5 inch disks, now ubiquitous on Amiga and most micros. Hitachi opted for a narrower, oblong format to take advantage of Japanese postal concessions intended to allow cassette tapes to be mailed at a discount rate.

MSX eventually opted for Sony-sized disks in Microsoft's 360K or 720K format, which can be read and written on any modern Amiga with the bundled CrossDos driver. The same is true of three inch MSX disks – in 180K or 720K format – if you connect an appropriate drive.

CROSS EMULATION

fMSX is available for NetBSD, but lacks Amiga optimisations so you'll need a graphics card and quick CPU to do it justice. The same situation is likely if a Unix CPC emulator is ported to Amiga hardware. In either case, the native Amiga emulators are sufficiently good that you'll probably prefer them unless you spend most of your time in NetBSD already. I've yet to see useful MSX or CPC emulators for Macs, so Shapeshifting is – for once – not an option.

Some text-based CPC software runs under CP/M, the seventies business operating system. If you want to run this on an Amiga you're best off using a CP/M emulator, rather than trying to load Amstrad CP/M into a CPC emulator. You can find several CP/M emulators on Aminet and Fish disks.

NEXT MONTH

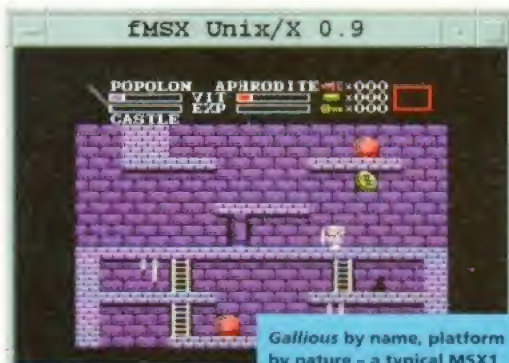
There are dozens more emulators for Amigas which have yet to come under our scrutiny. We'll report on some more next month. Meanwhile, all six emulators mentioned in this column appear on the AFCD, along with documentation and example files.

Batman2 – isometric 3D puzzler, a deservedly big CPC hit.



CPC Invaders – plenty of colours but not much resolution (except for the Amiga requester on top).

MusicSystem – CPC software to program the sound chip with 'music'.



Gallious by name, platformer by nature – a typical MSX1 run 'n' jumper.

NET RESOURCES

MSX
<http://www.freeflight.com/fms/MSX>
<http://il.ft.hse.nl/~wiebe>
<ftp.funet.fi/pub/msx>

NEWS:
comp.sys.msx

CPC
<http://andercheran.aiind.upv.es/~amstrad>
<ftp.ibp.fr/pub/amstrad>
<ftp.nvg.unit.no/pub/cpc>

NEWS:
comp.sys.amstrad.8bit

Merry Christmas & A Happy New Year



GREY-TRONICS LTD



LOWEST PRICES

BEST SERVICE

RAPID DELIVERY

SALES FREE CALL 0500 737 800

OTHER ENQUIRIES 0181 686 9973 / 0181 781 1551

3.5" DISKS

100% CERTIFIED ERROR FREE DISKS + LOCKABLE BOXES

Grade A DS/DD	DS/HD	
10 3.5" Disks	£4.75	£5.99
30 3.5" Disks	£10.99	£9.99
50 3.5" Disks	£16.99	£17.99
100 3.5" Disks	£28.99	£28.99
150 3.5" Disks	£39.99	£41.99
200 3.5" Disks	£51.99	£51.99
500 3.5" Disks	£123.99	£126.99
1000 3.5" Disks	£229.99	£239.99

+ 10 see through box Add £1.00
 + 100 cap lockable box Add £4.00
 + 100 cap lockable box Add £4.00
 + 100 cap lockable box Add £4.00
 + 2 x 100 lockable box Add £8.00
 + 2 x 100 lockable box Add £8.00
 + 5 x 100 lockable box Add £17.50
 + 10 x 100 lockable box Add £30.00

FREE LABELS + FREE DELIVERY BY PARCEL FORCE

HARD DRIVES

INTERNAL 2.5" + CABLE + SOFTWARE
 All our drives are formatted, partitioned and have Workbench, all you need - just plug!

80MB 2.5"	£79.99	250MB	£124.99
120MB 2.5"	£89.99	340MB	£134.99
170MB 2.5"	£109.00	520MB	£159.99

INTERNAL 3.5" IDE for A1200 & A4000

850MB 3.5"	£139.99	1.5Gb	£199.99
1Gb 3.5"	£159.99	2.0Gb	£239.99
1.2Gb 3.5"	£174.99	2.5Gb	£259.99

All 3.5" IDE Hard Drives require an adaptor cable when fitted into an A1200.....£19.99

INTERNAL 3.5" + Steel Fitting Bracket + Cables + Free Opus 4.12 + 7 Disks full of essential software.

1Gb + Full Kit	£179.99	1.2Gb + Full Kit	£179.99
----------------	---------	------------------	---------

MEMORY SIMMS

QUALITY PRODUCT LOWEST PRICES

Can be used with Viper, Apollo, Magnum, Hawk and many others.
 Call for latest prices, as memory prices can change daily.

72 PIN 32 MT	£55
4Mb	£50
8Mb	£59
16Mb	£119
32Mb	£117
1Mb	£60
4Mb	£60

CD-ROM DRIVES

COMPAQ Double Speed with squirrel... £139.99
 RENO Double Speed with squirrel... £147.99

GENLOCK

FUSION VIDEO GENLOCK
 It is a high specification video genlock that is ideal for both the first time user (for adding titles, graphics & effects to home movies) and the semi professional user (wedding, videos, corporate presentations...)
FREE
 Scale NT100 enables you to add special effects and overlay text onto your video. £99

INKJET CARTRIDGES AND REFILLS

HP Deskjet 500C/5000/560C Black£22.99
 HP Deskjet Black Refill£7.99
 HP Deskjet 600/660C Black£22.99
 HP Deskjet 500C/560C/600/660C Colour £25.99
 Canon BJ10/200 Black£16.99
 Canon BJ10/200 Black Ink Refill£7.99
 Citizen Project IIC Colour£34.00
 Citizen Project IIC Mono£20.50
 ADD £2 P&P

PRINTERS

INK JET - DESKTOP & PORTABLE

CANON BJC 210 COLOUR
 • Prints up to 4 pages per min colour
 • Built in smoothing function giving an effective 720 x 360dpi mono & 360 x 360dpi colour
 • Built in sheet feeder 100 sheets
 • 3 Years warranty
£164.99

CANON BJC 4100 COLOUR
 • Prints up to 4.5ppm colour
 • 720 x 360 dpi colour print & mono print
 • 100 sheet automatic feeder
 • Print on various media A4, B5, A5.....
 • 3 Years warranty
£229.99

CANON BJC 620 COLOUR
 • Maximum resolution 720 x 720dpi
 • 4 colour, 4 cartridge system
 • Monochrome printing 1.6ppm
£349.79

Canon BJ30 mono printer for home or portable use.....£144.99
 Canon BJ70 colour printer for home or portable use.....£194.99
 Canon 240 colour printer£199.00
 Canon 4200 colour printer£249.99
 Hewlett Packard 400 colour£154.99
 Hewlett Packard 690 colour NEW£259.99
 Hewlett Packard 870 colour NEW£399.99
 Hewlett Packard 920 colour£339.99
 Epson Stylus 500 colour NEW£250.00
 Epson Stylus 200 colour NEW£179.99

ACCESSORIES

AMIGA CABLES

Amiga to TV Scart£10.99
 Amiga to Sony TV£10.99
 Amiga to Amiga (Parnet/Null modem)£10.99
 Modulator overhang lead 23M/23F£11.99
 Joystick Splitters£5.99
 Joystick Extension Lead 10ft£5.99
 Printer Lead£4.00

DUST COVERS

Amiga 1200/500/500P/600£4.00
 Microvitec/Philips Monitors£4.00
 Star/Citizen/Panasonic Printers£4.00

ACCESSORIES

Amiga Disk Drives Free Direct Opus 4.12.....£39.99
 Amiga Mouse (Top Quality)£11.50
 Internal Drives A500/A500+/A600/A1200£34.00
 TV Modulator (2 yrs warranty)£34.00
 Deluxe Mouse Mat£1.99
 1000 Labels£8.99
 3.5" Disk Head Cleaner£1.99
 Python 1M Joystick£8.75
 CD32 to Amiga 1200 inc. software£29.99
 Competition Pro Pad£15.99
 Keyboard for CD32 (Require 55X1)£37.99
 ADD £2 FOR DELIVERY

TOP QUALITY RIBBONS

BLACK

Amstrad DMP 2000/3000£3.00
 Amstrad DMP 4000£3.66
 Amstrad POW 8256/8512/LQ35000£3.00
 Amstrad 9512£3.50
 Citizen 1200/LSP10/Swift 24/9£2.85
 Epson LQ100£4.10
 Epson LX80/86/90£2.50
 Epson LQ400/500/800/850£3.45
 Epson FX/MX/RX80/LX800£3.45
 NEC Pin Writer P2200£3.50
 Seikosha SSP1200/1600/2000£4.00
 Panasonic KXP1123/1124/1180£3.30
 Panasonic 2135£8.25
 Panasonic KXP2123/2180£4.00
 Star LC10/20/100£2.99
 Star LC200£3.50
 Star LC2410/24200£3.00

COLOUR

Citizen Swift 24£12.99
 Panasonic 2135/2123/2180£13.99
 Star LC10/20/100£7.00
 Star LC200£12.30
 Star LC2410/24200£12.50
 ADD £2 P&P

MAGNUM RAM UPGRADES & ACCELERATORS

FREE OPUS 4.12	0MB	4MB	8MB	16MB	32MB
RAM BOARD	49.99	87.99	109.99	N/A	N/A
RAM BOARD & 33Mhz	79.99	117.99	139.99	N/A	N/A
68030/25Mhz & FPU	99.99	137.99	167.99	199.99	269.99
68030/40Mhz	129.99	164.99	189.99	229.99	299.99
68030/40Mhz & FPU	149.99	184.99	209.99	254.99	324.99
68030/50Mhz	169.99	207.99	237.99	277.99	339.99
68040/25Mhz	249.99	287.99	314.99	354.99	419.99
68040/40Mhz	329.99	367.99	394.99	434.99	499.99
68060/50Mhz	409.99	537.99	567.99	609.99	677.99
SCSI II INTERFACE	79.99				
33Mhz PLCC FPU	35.00				

PCMCIA Compatible for use with overdrive or CD/Zappo CD Ram or Squirrel. Zero wait state design.

MONITORS

Amiga M1438S£287.99
 Microvitec 14" + Free Speakers & Amiga Adaptor£274.99
 Hitachi or Panasonic Monitor/TV£174.99
 Amiga 15" (15405)£339.99
 Microvitec 17" (1701)£529.99

SUPERHIGHWAY MODEM

AFFORDABLE, FAST 33,600 bps, 5 years warranty - CE & BABT approved

- ★ Up to 134,400 bps using MNP5/4 & V42 bis
- Data compression and error correction
- ★ Class 1 & 2 Fax Interface
- ★ Strong metal external case + Front panel LEDs

£119

ORIGINAL AMIGA SURFWARE
 Software Pack
 • Suit all your modem needs
 • Net software • E-mail **£29.99**
 • Web Browser • IRC etc

Amiga Software Pack
 when purchased with any modem **£19.99**

GP Fax Software £44.99
 Send & Receive Fax with Fax/Modem

PHONE LINE EXTENSION CABLES - 3M £3.99 - 5M £5.99 - 10M £6.99 - 15m £7.99
 Dual Socket Adaptor £3.99 - Modem cable £10.99

U.K. & INTERNATIONAL DELIVERY SERVICES - (BFO ORDERS WELCOME - SURCHARGE)

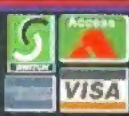
LAND AIR SEA



A500/500+/600 UPGRADES

A500 up to 1Mb including disk£24.99
 A500+ up to 2Mb including disk£26.99
 A600 up to 2Mb including disk£29.99

ALL PRICES INCLUDE VAT & DELIVERY (unless otherwise stated). Delivery within 3 days (UK MAINLAND ONLY).
 ADD £10.00 FOR NEXT DAY DELIVERY CALL OR SEND CHEQUES/POSTAL ORDERS TO:
GREY-TRONICS LTD, UNIT 1015 WHITGIFT CENTRE, CROYDON, SURREY CR0 1UU
 SALES HELPLINE: 0181-686 9973 Mail order prices only FAX: 0181-686 9974
 All offers subject to availability. E&OE. Prices/Pack details may change without notice. Please allow 6 working days for cheques to clear.



Mon-Sat: 9-6pm Thurs: 9-8pm Sun: 11-5pm

**Nobody Undersells US!!!!!!
 WE WANT YOUR BUSINESS!!
 WE WILL MATCH OR BEAT ANY GENUINE
 QUOTED PRICES.**

BIG ONE FOR XMAS

**AMIGA A1200 3.5"
 HARD DRIVE OVER
 2GIG**
 2.5GIG **£229**
 3.2GIG **£299**

**4 SPEED SCSI CD
 ROM EXTERNAL
 WITH POWER SUPPLY**
£129

**8SPEED SCSI
 CD ROM EXTERNAL
 WITH POWER SUPPLY**
£189

**TEL: 0181 345 6000
 FAX: 0181 345 6868**

**8MB RAM
 CARD FOR A1200**
£79.00

**32mb
 BLIZZARD
 1230 Mk4**
£299

**2.5"
 540MB**
£129

**2 GIG SCSI
 HARD DRIVE**
£259

**350MB
 SCSI**
£69

**4MB 72PIN
 SIMM**
£19.99

**4mb ram
 card for
 A1200**
£59

FPU LOW LOW PRICE

20Mhz **£8.00**
 33Mhz **£10.00**
 50Mhz **£50.00**

simm ram simm

1mb 30pin **£8.00**
 4mb30pin **£30.00**
 4mb72pin **£19.99**
 8mb72pin **£29.95**
 16mb72pin **£79.00**
 32mb 72pin **£149.00**

microvitec 14" **£259**
microvitec 15" **£399**
microvitec 17" **£499**

fax 3.36
 external
 fax
 modem
£99

GASTEINER

**18-22 STERLING WAY, NORTH CIRCULAR ROAD,
 EDMONTON N18 2YZ**

DELIVERY CHARGES
 ALL PRICES **INCLUDE VAT**. SMALL CONSUMABLES AND SOFTWARE
 ITEMS UNDER THE VALUE OF £59 PLEASE ADD £3.50 P&P OTHER
 ITEMS EXCEPT LASERS, NEXT DAY COURIER SERVICE £10 PER
 BOX. OFFSHORE AND HIGHLANDS, PLEASE CALL FOR A
 QUOTATION. IN ADDITION WE OFFER THE FOLLOWING EXPRESS
 SERVICES: SATURDAY DELIVERY NORMAL RATE PLUS £15 PER
 BOX, MORNING, NEXT DAY NORMAL RATE PLUS £10 PER BOX.
 E&OE PRICES ARE SUBJECT TO CHANGE WITHOUT PRIOR NOTICE.
 ALL TRADEMARKS ACKNOWLEDGED.



SCREEN PLAY

Previews



It's good news month folks. Guildhall Leisure, stalwarts of the Amiga games scene for several years now, have recently secured the rights to re-release some of MicroProse's classic Amiga games, such as *Colonization*, *UFO* and *Fields of Glory*. If you haven't got these games in your library you're soon going to be able to pick them up at a bargain price, so keep your eyes open!

Fellow Amiga stalwarts, Vulcan, prove why they're so popular with the games buying public with the release of their corking game *Bograts* (check out the review on page 34). Oh! The postman's just delivered something important. After you've read these previews, rush along to page 38.

What better way to start '97

than treating yourself to some new games? And what

delights are going to be tempting you?

You've come to the right place, my friend...

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

- 90+% The crème de la crème. Only the very best, most playable and original games are awarded an AF Gold – the most highly prized rating there is.
- 80-89% These games are very good, but due to minor flaws are not the finest examples of their genre.
- 70-79% Good games which are worth buying, especially if you have a special interest in a game type.
- 60-69% Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.
- 50-59% Below average games which are unlikely to impress your mates or your wallet. Avoid.
- 40-49% Overwhelmingly poor quality games with major flaws and appalling gameplay.
- Less than 40% The absolute pits.

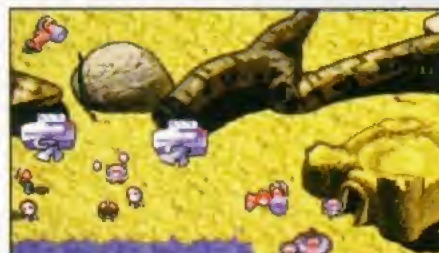
TINY TROOPS



They're troops and they're tiny. As you can plainly see. They're also in the garden in this picture.



No young chap's bedroom is complete without a Scalextric set on the floor.



A day at the beach spoiled by warring factions blowing each other up. Such is *Tiny Troops*.



It's a jungle out there! Well, it would be a jungle if you were as small as these guys.

All Amigas
 ■ Vulcan Software ■
 01705 670269

What if there was a war and nobody came? That's precisely what's happening now, apparently. There's these two alien races you see (the Klutes and the Furfurians if you're interested) who came to Earth to have a bit of a scrap because they couldn't afford to devastate their own planet anymore.

The only thing is, none of us has noticed yet. These two alien races are dead small see, they've been at each other's throats down by our feet. They've been having a pop at each other all over the shop – on the beach, in the kitchen, in the garden – you name it and there's probably been a famous battle there.

And now it's time for you (and a mate if you can round one up) to get involved in the action. Oh yes, folks. If you hadn't actually guessed what this game's all about simply from the title, you'll be pleased to learn that



The armies in *Tiny Troops* square up to each other. We're not sure yet what the fire means.

it's a strategy game based on you controlling small forces of tiny warriors battling other tiny warriors through the 65 available scenarios.

The game takes the familiar 'click on icons to make your troops do things' format, which has proved itself a very effective method of control in the past. We're really eager to get our hands on this one and you can expect a full review of *Tiny Troops* next month. In the meantime, keep your eyes on the ground!

Continued overleaf →

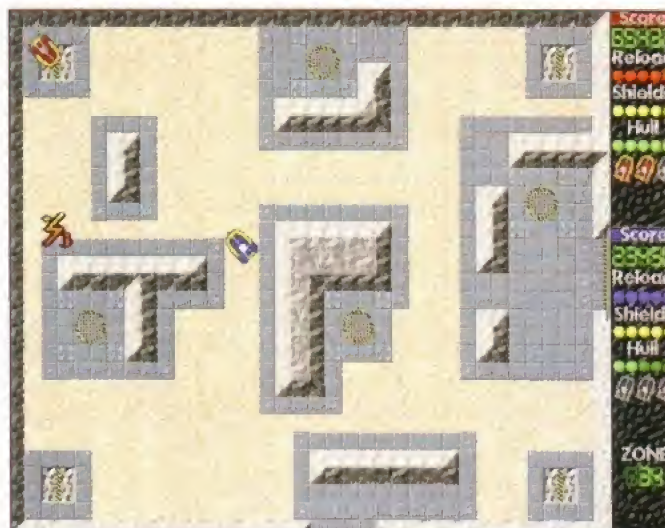
ZONE 99

2Mb Chip RAM, 2Mb Fast RAM
with 030/25 CPU minimum ■
Aurora Works

American coders Aurora Works have a treat planned for you come March when they release the commercial version of their *Zone 99* game. It's a tank battle affair where you and a mate (or you can battle computer controlled opponents) battle your way through up to 99 zones (spook!), hitting the hell out of each other in your hover tank and trying hard to reach the various power-ups before the enemy.

Although Aurora have loads of whoop-dee-doo features and bells

and whistles planned for the commercial version (the current Shareware version only features 10 zones and is two-player only) they would like to stress that in order to appreciate the 640x480, 256 colour play screen, running at up to 48 frames per second you're going to need a porky machine. If the system requirements at the top mean nothing to you don't worry, I've had a brief word with Ben and Nick who understand these things and they've told me not to worry about it. Aurora themselves admit the spec' is likely to change before the game hits, so we'll keep you up with developments as and when they come in.



A couple of tanks square up to each other in Zone 99. Our money's on the blue chap at the moment, because red seems a bit timid.

EURO LEAGUE MANAGER



The office. Access all areas from your comfy armchair. Just like a real manager.



Match highlights. Cagliari are about to score. Tsk.



I've always fancied managing the old lady...



Spike's not been in the job long. give 'im a chance!



Get the low-down on each player and then sell 'em anyway (well, he let a goal in didn't he?).

Manyx ■ 0181 542 2678

While we still wait for Eidos's (formerly Domark) *Championship Manager 2* (ooh! That sounds like fun, when's it coming out? etc etc) Manyx look set to pip them at the post with *Euro League Manager*.

The game boasts English, Italian, French and a special Euro Fantasy League and Manyx are confident that the tactics budding managers employ to achieve success in one country is unlikely to reap rewards somewhere else – that sounds like the game's going to have some, not insubstantial, longevity, which is a very good thing.

Although the game doesn't currently feature real player's names or the correct

league and cup competitions (legal reasons mate, copyright and all that), Manyx are swift to point out that the game's going to come complete with an editor so you'll be able to change things to suit. There's also three difficulty levels included, so even Bristol City fans should be able to play the game – which is nice.

Manyx are confident their game, with its inclusion of several leagues, options for transfers (you can part-ex players for example) and so on, will knock all the other football management games back into the Vauxhall Conference. We'll be trying the game out on the field just as soon as we jolly well can.

Dept: AF01 9-10 THE CAPRICORN CENTRE, CRANES FARM ROAD, BASILDON, ESSEX SS14 3JJ
 Mon-Fri 9am-7pm Sat&Sun 10am-4pm. Please note: Some titles may not be released at the time of going to press. Most titles are despatched same day, but can take up to 28 days. **VAT is included**

600 1200 CD		600 1200 CD		600 1200 CD		600 1200 CD	
688 Attack Sub	10.99	HUMANS 3	14.99 14.99	Synthesia	12.99	JUPITER JOYSTICK	7.99
A1000 Desktop/Dynalink/Plak	12.99	Impossible Mission 2025	8.99	Teel Match Cricket	4.99	Mouse	1.99
Men De Plan 4 Derris Oscar	12.99	Imortal	10.99	The Clue	19.99	Mousemat	6.99
A1000 Approach Trainer	9.99	Indarajati 500	10.99	The Games	10.99	Joystick/Mouse Extension Cable	1.99
Blom 3000 2	17.99	King Of The Day Cricket	4.99	Total Football	22.99	Joystick Y Splitter	4.99
Archer Macintosh Plus	10.99	INTOS-AMOS	18.99	Touring Car Challenge	12.99	Logic 3 Delta Ray Audio/YJ154	10.99
Assassins Games	19.99	Jeremy White's Snooker	12.99	Town of Souls	19.99 19.99	Logic 3 Alpha Ray Audio	10.99
Award Winners 2	19.99	John Madden Football	10.99	Treble Champions 2	4.99	Logic 3 Sigma Ray Audio	10.99
B117 Flying Fortress	12.99	KGB	12.99 12.99	Turbo Taxi	19.99	POWER SUPPLY UNIT	29.99
Banisher	7.99	Kick Off 3	9.99	Turning Points	12.99	ES02 The Blow 18 Drives	3.99
Birds of Prey	12.99	Kick Off 3 Euro Champ	9.99	UPD	12.99	ES03 Tempest Turbos Shadow	1.25
Black Crypt	10.99	KICK OFF '94	10.99	Ultimate Golf	8.99	E006 Total Concepts	1.25
Blom 3000 2	17.99	KICK OFF '94	10.99	Ultimate Soccer Manager	19.99	E007 Bank Talk	1.25
BLITZ BASIC 2.1	18.99	LEGENDS	6.99 8.99	VITAL LIGHT	4.99	E009 Colour The Alphabet	1.25
BLITZ Tennis	19.99	Lure Of The Temptress	12.99	Walsh Tower	16.99	E010 The Highway King	1.25
Bloodbri	14.99 14.99	Messengers Of Doom	10.99	Wing Commander	12.99	E011 Junior Maths	1.25
Body Break Galactic	22.99	Morph	10.99	World Cup Golf	10.99	E012 Electronic Train Set (1 MEG)	1.25
Bravo Romeo Delta	8.99	Morph	7.99 8.99	World Cup Golf	10.99	E013 Learn 8 Play 1	1.25
BREATHLESS	22.99	Multi-Media Experience	24.99	World Cup Year '94	19.99	E014 Story Land 2	1.25
BRUTAL FOOTBALL	8.99	MULTI-MEDIA	7.99	World of Football	19.99	E015 Treasure Hunt	1.25
Crash! Press of Fury	10.99 14.99	MULTI-MEDIA	6.99	World of Soccer	4.99	E016 Washd One	1.25
Crash! Press of Fury	10.99 14.99	MULTI-MEDIA	6.99	World of Soccer	4.99	E017 Washd One	1.25
Burnt	17.99 17.99	Nightmare's Whimpy	8.99	Worlds of War	6.99	E018 Washd One	1.25
Carrom Fodder	12.99	Odyssey	17.99	WORMS	9.99 8.99	E019 Washd One	1.25
Cardiac	8.99	One Day Cricket	4.99	Worms The Directors Cut	19.99 19.99	E020 Washd One	1.25
CHAMP MANAGER 3	19.99	On The Ball League Editor	12.99	Worms The Directors Cut	19.99 19.99	E021 Washd One	1.25
CHAOS ENGINE 2	19.99 19.99	PGA Tour Golf	12.99	Zawolf	12.99	E022 Washd One	1.25
Club & Country	7.99	Peel Dreams & Fantasies	12.99	Zawolf 2	22.99	E023 Washd One	1.25
Core A1200 Bundle	12.99	PINBALL FANTASIES	12.99 12.99	1010 Dinosaurs	12.99	E024 Washd One	1.25
Cricket Xtremist 2	17.99	Pinball Mania	12.99	1010 Early English (9-1)	12.99	E025 Washd One	1.25
Cosmic Spacehead	17.99	Pinball Mania	12.99	1010 English (9-16)	12.99	E026 Washd One	1.25
COVERGIRL POKER	7.99	PINBALL PRELUDE	19.99 19.99	1010 Everett Maths (9-12)	12.99	E027 Washd One	1.25
Craft for AMOS	17.99	Populou & Premier Land 1	2.99	1010 French (9-16)	12.99	E028 Washd One	1.25
Craft 1 or 2	17.99	Populou 2	12.99	1010 German (9-16)	12.99	E029 Washd One	1.25
CRICKET MASTERS	16.99	PowerBase v3.0	12.99	1010 Italian (9-16)	12.99	E030 Washd One	1.25
Deluxe Flight V	59.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E031 Washd One	1.25
Desert Strike	10.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E032 Washd One	1.25
DOGFIIGHT	8.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E033 Washd One	1.25
Duke 1 or 2	12.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E034 Washd One	1.25
Dungeon Master 2	22.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E035 Washd One	1.25
Emerald Mines	12.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E036 Washd One	1.25
ENIGMA	19.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E037 Washd One	1.25
Epic	12.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E038 Washd One	1.25
EURO CHAMPIONS	8.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E039 Washd One	1.25
EXILE	7.99 7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E040 Washd One	1.25
Exile Data Disk	5.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E041 Washd One	1.25
Extractors	19.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E042 Washd One	1.25
EXTREME RACING	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E043 Washd One	1.25
EXTREME RACING D2	5.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E044 Washd One	1.25
F10 Stealth Fighter	12.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E045 Washd One	1.25
F22	10.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E046 Washd One	1.25
F17A	8.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E047 Washd One	1.25
FEARS	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E048 Washd One	1.25
FIELDS OF GLORY	8.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E049 Washd One	1.25
FOOTBALL MASTERS	16.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E050 Washd One	1.25
Football Stars Pro	14.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E051 Washd One	1.25
FOOTBALL STARS	16.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E052 Washd One	1.25
Game Gold Collection	19.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E053 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E054 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E055 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E056 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E057 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E058 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E059 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E060 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E061 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E062 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E063 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E064 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E065 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E066 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E067 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E068 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E069 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E070 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E071 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E072 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E073 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E074 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E075 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E076 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E077 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E078 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E079 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E080 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E081 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E082 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E083 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E084 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E085 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E086 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E087 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E088 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E089 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E090 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E091 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E092 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E093 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E094 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E095 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E096 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E097 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E098 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E099 Washd One	1.25
Genesis - Jack Faldo Golf	7.99	Powerbase v3.0	12.99	1010 Maths (9-16)	12.99	E100 Washd One	1.25

WE ALSO BELL SONY PLAYSTATION, SEGA SATURN, AND PC GAMES, JOYSTICKS AND PERIPHERALS - PHONE NOW! E&OE

NOW EVEN MORE LOWEST PRICED TOP QUALITY PRODUCTS
 INCLUDING RIBBONS, INKJETS, TONERS, DISKS, ETC

Official Government & Educational orders welcome

Printer Ribbons				Inkjet, Bubblejet Cartridges				
BLACK	1 off	2+	5+	10+	1 off	2+	5+	
Amstrad DMP2000/3000	2.80	2.65	2.45	2.25	HP Deskjet 600/600C	23.00	22.80	22.60
Amstrad DMP4000	3.96	3.51	3.31	3.11	HP Deskjet 600/600C Tri Colour	24.00	23.80	23.60
Amstrad PCW8256/LQ3500 Fab	2.85	2.70	2.50	2.30	HP Deskjet 850C	24.00	23.80	23.60
Amstrad PCW9512/MStrike	2.60	2.45	2.25	2.05	HP Deskjet 850C Tri Colour	28.50	28.30	28.10
Brother M1009/1024/1109/1209	3.90	3.75	3.55	3.35	HP ThinkJet QuietJet	19.80	19.60	19.40
Citizen 120D/LS10/Swift 24.9	2.85	2.70	2.50	2.30	Olivetti JP350/150 (Dble Cap) Black	30.00	29.80	29.60
Commodore MPS1220/1230	4.50	4.35	4.15	3.95	Star S148	16.30	16.10	15.90
Epson LQ100	4.10	3.95	3.75	3.55				
Epson LQ200/400/500/800/850	3.45	3.30	3.10	2.90				
Epson FX/MX/RX80/FX/LX800	2.90	2.75	2.55	2.35				
Epson LX800/86/90	2.12	1.97	1.77	1.67</				

Bograts

You need a licence to fish but, apparently, even **Andy Smith** can be a parent...



Here you're shadowing your blue-headed Bograt. The one that eats baddies for you.

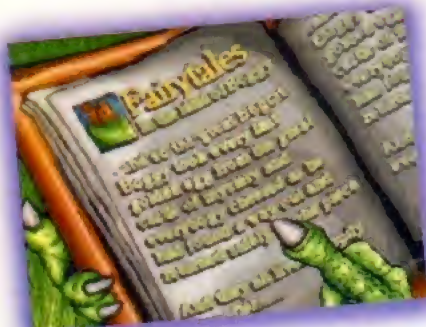


Your red-headed Bograt's the only one who can collect that red key opposite you.

Try Bograts out for yourselves with our excellent playable demo



Oh look! Some sort of storyline. Magic eggs, I ask you? Whatever next?



Tricky blighter, Johnny Sprog. Before you know it they're out of nappies and off wandering round enchanted castles. There's none of this 'crafty fags and games of doctors and nurses behind the bike sheds' anymore. It's all magic eggs and spikey pits. Oh lorks.

Bograts is one of those puzzle games where you're manipulating the environment in order to facilitate the progress of a dumb character. The dumb characters here just happen to be a couple of small green things called Bograts. They wander around aimlessly, simply changing direction whenever they come into contact with an obstacle (wall, block, whatever) or dying when they wander into something that kills them (spikey pit, flames and so on), where upon they re-generate at the level's start point and start wandering aimlessly again.

Clear the way

Your task is to get everything out of their way so they can wander aimlessly into the exit - yeah it's sounding a bit like *Lemmings*, but let's delve deeper. There are 60 levels to guide your chums through and Vulcan have decided to

restrict the simple, learning curve, beginner levels to the minimum. After the first couple of levels you're in the thick of the action as you have to figure out in just what order switches should be thrown, blocks should be pushed and lifts operated to get your chums to the exit. Fortunately there's no time limit, but the pay-off here is that you have to work to save your position.

You're all heart

Littered around most levels are red hearts - collect 20 of 'em and you can save your position in one of the five available slots. This becomes very important later as you find yourself having to step back a level or even two when you die because you haven't been able to save your game for a while. How do you die? The hearts you collect also equate to the amount of damage you (and your Bograts) can take. When someone meets death at the hands of an enemy blob you can say goodbye to five hearts. The game doesn't end until you can't afford to lose any more hearts. And you wanted to save your position? Tough luck, bucko.

Defeating enemies is not as straightforward as you'd think either. Only one of your two Bograts can



Keep clear when setting off explosions. They can severely damage your health!



Another bomb goes sliding towards its target. Wait a few secs and it'll go off.

THERE'S A BOGRAT IN ME KITCHEN...



Because we're such helpful people here at AF, we've reproduced a typical *Bograts* level with some simple instructions. Don't panic, but be prepared to think some.

- 1 Ladder controlled by switch number 11.
- 2 A baddie that can only be killed by the blue Bograt.
- 3 Ladder controlled by switch number 10.
- 4 Key that must be collected by the red Bograt.
- 5 You have to re-start the level from here.
- 6 Ladder controlled by switch number 7.
- 7 Controls ladder 6. Currently the ladder's off.
- 8 You. Accessing the terminal that gives you a map view.
- 9 A moveable block. Use this to put fires out.
- 10 This lets the Bograts reach key 4.
- 11 The first switch you pull to start the Bograts off.
- 12 Your lovely offspring. Bless 'em.
- 13 Lots of lovely hearts that are crucial to collect.
- 14 Pick this up and have an extra bomb to play with.
- 15 Switch to control the direction of belt 19.
- 16 A handy spring to bounce you back to 10.
- 17 Collapsing walkway. You only go over this once.
- 18 White key needed to open door 20.
- 19 A two-direction conveyor belt.
- 20 Collect key 18 and you can open this door.
- 21 This block can be destroyed with a bomb.
- 22 Push block 9 over this fire to put it out.
- 23 A pit full of deadly spikes. Put block 9 here.
- 24 Key number 4 needed to open this door.
- 25 This block must be blown up before...
- 26 ...reaching the exit here. Wasn't too tough was it?

deal with baddies, and he/she/it does it very well without any help from your good self, but this does mean you then have to think about timing your switch pull or whatever so that the baddie-eating Bograt meets the baddie first. And in the same vein the other Bograt is the only one of the pair that can pick up keys which you need to open doors. Again, you've got to plan your actions to get the key-picking-up Bograt to the keys. Oh yes, it's tricky stuff alright.

Plan ahead

Damn tricky stuff. Each and every level will have the ol' grey matter chugging away, which is excellent. What isn't so excellent is just how unforgiving the game is should you make a small mistake. OK, so that's part of the gameplay and you should learn not to make even small mistakes, but sometimes it's unavoidable. The graphics are not the best in the world. They look alright but sometimes they're confused, it can be difficult to see where a platform ends until you've fallen off the damn thing. And once you've done that there's no chance of getting back. See what I mean about the importance of collecting hearts?

And it's not just a case of having to think about the solution that keeps you playing, once you've figured out what you've got to do, the actual doing bit is just as important - especially as in most cases you're only going to get the one shot. You'll find yourself hitting the space bar and

loading up the latest save after even your slightest error.

Ends well

Having said that, the consequences are a great sense of achievement, nay relief, and happiness as you see the last little Bograt trundle into the exit which is what every good game should give you. And this is a goodie. It's better than the applaudable but not quite wonderful *Blobz* (AF 90, 71%) but it's not quite *Format Gold* material. It comes very close, but the confusing graphics take the edge off it (I mean why have platforms that are obvious because they have brown lines describing them and then go and have the same brown lines along areas that definitely are not platforms? Forget that though, *Bograts* is a corker. Very little is left to chance (though when you do manage to pull something off more by luck than judgement you'll be pleased. No, you will!) and some of the levels require a long and complicated



The only way to get to the secret room below you is to find the secret entrance...



sequence of actions to pull off. The chances are you're not going to get it right first time though. Progress is usually achieved by tackling each of the level's puzzles one at a time - tricky when you have to keep doing the same preceding piece over and over and over again!

Bograts is great. I like it a lot. If you're at all tempted by games that can be solved with a bit of thought and application then you're going to like it a lot too.



Just look at all them hearts! Getting to them could be harder than it looks though...

PUBLISHER: Vulcan Software
01705 670269
PRICE: £12.99
VERSIONS: A1200 only
REQUIREMENTS: 2mb and a Joystick
RELEASE DATE: Out now

GRAPHICS: ●●○○○
Confused in places.
SOUND: ●●○○○
Very little to look forward to.
ADDITION: ●●●●○
Lots of 'Just one more go'.
PLAYABILITY: ●●●○○
Very tricky at times.

OVERALL VERDICT:
Another cracking good game from Vulcan. One for gamers who like to spend hours pondering over puzzles. Requires not a small amount of manual dexterity too. It's almost excellent.

87%

THE EPIC INTERACTIVE ENCYCLOPEDIA

THE EPIC INTERACTIVE ENCYCLOPEDIA 1997



The new Epic Interactive Encyclopedia '97™ includes over 16,000 articles, 4,000 images, 200 sound clips, 200 film-clips, 3 search engines, over 1,000,000 words, National anthems, the ability to create your own articles, export any text/images, guided tour, Kid's Explorapedia™ and more. The 1996 version received ratings of 90% and 92% from Amiga™ magazines all around the world. The new 1997 version has been updated and contains around four times the amount of information and data than that of its predecessor.

"It has to be said that the graphics set new precedents in Amiga multimedia presentation". *Amiga Format*
 "This CD certainly puts Grolier among others, to shame!" *Amiga Computing*
 "Having just purchased your marvellous CD-ROM, I felt that I must drop a line just to say a big Thankyou to everyone involved in the production of such a useful program". *K. Hall*

Only
£29.99
 + £1 P&P

Order your copy now on **0500 131 486** FREE

Also available from:

- Weird Science 0116 234 0682 - First Computer Centre 0113 2319 444 - Power Computing 01234 273 000
- HiSoft 0500 223 660 - Sadness Software 01263 722 169 - Capri CD Distribution 01628 891 022
- Siren Software 0500 340 548 - Megatronix 01384 771 72 - DJ Software 0121 382 7227 - PD Soft 01702 306060
- Gasteiner 0181 345 6000 - Direct Software UK 01623 759 498 - Epic (Australia) (02) 9 5209606

Minimum system requirements: AGA Amiga (A1200/A4000) 4mb ram - 6mb recommended, Hard drive, and CD-ROM drive. E&OE



**EPIC MULTIMEDIA
 AMIGA SOFTWARE**

43 Akers Way, Swindon, Wilts. UK
 Tel: 01793 514188 Fax: 514187

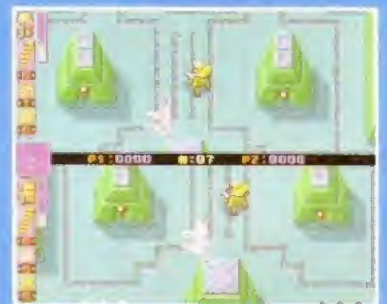
CHAOS ENGINE 2

Mention stabbing someone in the back and **Andy Smith's** eyes light up. He's erm, 'mad' for it. Or something.



Obey the Baron
Onto the game tasks. Before each level starts you're told what you have to achieve in order to open the exit. These tasks range from pushing things from one place to another (never very far), to throwing switches, to destroying specific baddies. Points are awarded for completing a set task ahead of your opponent and it's these points around which the game revolves.

In order to progress through the game you have to amass more points on each level than your opponent.



Player 1 has picked up and activated a special weapon. This one freezes the opponent for a number of seconds.



Player 2's about to pick up the key in a building while player 1 waits in ambush. Dirty tricks done dirt cheap are the order of the day.

They're going to do the same to you as soon as they get the chance, so get in there first.

But back to basics. You and a mate (or the computer) each control one of four characters who must run around a small area, attempting to collect things and complete small puzzles in order to reveal the exit.

Let's take the characters first. The main differences between them are their speed and their level of intelligence. Some will rush around the place getting to all the objects before you, while others are more concerned with trudging around desperately trying to kill you at each and every opportunity.

Basically, which ever one you pick as your adversary should dictate what kind of game you're going to have. The differences between the characters though is not as marked as we'd hoped, certainly in the early levels at least, it seems to make very little difference who you choose as your opponent.



Choosing characters.
The Gentleman character is a tough adversary, so don't pick him as your computer opponent.

Total competition, that's what this is all about. You versus the other person (who could be the computer if you so desire) in a frantic battle to reach each level's objectives. None of this cooperation nonsense. Just stab 'em in the back and stab 'em good.



If the computer opponent does better than you on a level (even if you both get out together), you lose a life and must replay the level again.





Where is he? The excellent thing about split screen games is you can always check where your opponent is and what he's up to.



The players take on a nasty bunch of jaguars. Each jag' killed drops a crystal and that's what the players are really after.

Points are won by destroying baddies (including your opponent) and completing tasks. Points are lost when you are killed. And you will often be killed as all it takes is a couple of shots to polish you off. Even if your enemy has run out of ammo (each character is armed with a different weapon, but none of the weapons can fire more than a couple of shots before running out) if they manage to stand next to you and smack you in the mouth a couple of times you'll bite the dust.

The good thing about dying is that you're never dead for long and you can be dead as many times as you like during a level - all you're losing is points. The very bad thing about dying is that you drop all the items you've collected through the level and when they're on the floor your enemy can run over 'em and scoop 'em up. And yes, this does mean that in two player mode especially you can spend bloody ages stuck in the same room with your



Of course, no Bitmap game would be complete without sunglasses. Pick this pair up and become invisible!

opponent as you each take it in turns killing and being killed over one key!



Three worlds

The two player mode is significantly different in that you pick a set number of levels to play (4, 8, 12 or 16) and these levels are selected from each of the game's three worlds: Medieval, Action and Chaos. Although you're still competing, you don't have to re-start a level if your opponent reaches the exit with more points than you (which

obviously means you do have to re-start a level in one player mode), you simply move onto the next level. The winner is the person with the most points at the end of the set number of levels. It's much easier for your chosen character to be 'upgraded' as well and this means you can take more hits and your weapon can fire more shots before running out.

In one player mode it's a left. It's not a rip-roaring better of a gaming experience, but it's satisfying. In two player mode however, things are much better. Not simply because you're playing against an unpredictable human, but because the game works better. In one player mode you'll be lamenting the fact that when you kill your enemy they only stay dead for a few short seconds - not usually long enough to gain a decent advantage over them. This doesn't matter quite so much in two player mode because the emphasis is slightly different and you get much more of a chance to do the old fave sneaky things (standing next to the exit when you know your opponent has the key and blowing 'em away just as they get to you).



Double the fun

Despite the fact that you have four characters to choose from, you'll find the computer manages to control its character with consummate ease. The Navy, for example, is supposed to be thick, slow and hard to kill. After just a couple of games on the early levels you'll realise that he seems to know where all the keys are and where all the short-cuts to the keys are as well. And as for slow, well, he manages to zip around the place well enough!

In one player mode Chaos Engine is very very tough. That means plenty of challenge for you, but unfortunately I found the enjoyment dissipating sooner than I expected, simply because the computer seemed to have way too much of an unfair advantage. Two player mode? Great fun.



Some of the baddies are a bit odd. Watch out Brigand, there's a big blue Peter Lorre-style hand creeping up behind you!



The dirtiest of tricks. Simply find the exit and wait for your opponent. When he arrives, shoot him.

PUBLISHER: Time Warner
0171 391 4300
PRICE: £29.99
VERSIONS: A1200
REQUIREMENTS: A1200
RELEASE DATE: Out now

GRAPHICS: ●●●○○
It looks fine but not amazing.

SOUND: ●●●○○
Just about the same as the first game.

ADDITION: ●●●○○
Not as rivetting as hoped.

PLAYABILITY: ●●○○○
Can take some getting used to but worth persevering

OVERALL VERDICT:
It's good but not brilliant. It's lots of fun with two players and worth a look if you loved the first version.

85%



Your level objectives are described by a character called The Baron. Pay heed to what he says because there's no way to review the objectives later.

SNAP COMPUTER SUPPLIES LTD



HOTLINE

01703
457111

ACCESSORIES - POST-FREE

A500/A600/A1200 Dust Cover	£3.50
14" Monitor Dust Cover	£3.99
Mouse Mat	£1.99
3.5" Disk Cleaner	£1.99
Amiga Mouse	£9.99
Quickshot Python 1 Joystick	£8.95

3.5" DISKS

LOW DENSITY

HIGH DENSITY

	PREMIUM DS/DD	RECYCLED DS/DD	PREMIUM DS/HD	RECYCLED DS/HD
*50	£12.49	£9.99	£15.86	£13.51
*100	£22.49	£18.99	£29.38	£24.68
*250	£54.99	£45.99	£64.63	£52.88
500	£107.49	£87.99	£117.50	£88.13

All disks carry our replacement or money back guarantee.
* Labels included on these quantities.
500 labels £353 1000 labels £646

3.5" DISK BOXES

100 CAPACITY	£3.99
100 CAPACITY DRAWER	£7.99
200 CAPACITY DRAWER	£9.99
ONLY WHEN PURCHASED WITH DISKS	

All products are subject to availability.

All prices include VAT. Delivery charges:

4 days £3.95 - 48 hours £4.50 - 24 hours £5.00 E&OE

RIBBONS - POST-FREE

FULL MARK BRAND	2 OFF	4 OFF
	PRICE EACH	
Citizen 120D/Swift 24	£2.75	£2.55
Citizen Swift Colour		£9.95*
Panasonic KXP 1080/1123	£3.25	£3.05
Panasonic KXP 2123	£4.95	£4.75
Panasonic KXP 2123 Colour		£9.95*
Star LC10/LC20	£2.60	£2.40
Star LC10 Colour	£5.50	£5.25
Star LC24-10	£2.95	£2.75
Star LC24-10 Colour		£9.95*
Star LC200	£3.00	£2.80
Star LC200 Colour		£9.95*
HP Deskjet/Canon BJ10	Mono	Colour
Inkjet Refills	£7.99*	£11.99*

VISA

SNAP COMPUTER SUPPLIES LTD

Access

Fax: 01703 457222 Unit 12, The Sidings, Hound Rd, Netley Abbey, Southampton SO31 5QA

Buy at **TRADE DIRECT** **PRICES!**

Only from

Marpet DEVELOPMENTS

Leading *British Manufacturers* of RAM expansions to all major distributors and dealers are having a **STOCK CLEARANCE** of A500, A500+ & A600 RAM Boards at **RIDICULOUSLY LOW PRICES!**

MEMORY EXPANSIONS

A500 512k w/o clock	- £11.95	A600 1Mb w/o clock	- £16.95
A500 512k with clock	- £16.95	A600 1Mb with clock	- £24.95
A500 Plus 1Mb	- £15.95	3.5" External Floppy	- £39.95

CD32 S-PORT Network your CD32 and Amiga! Gives your CD32 a keyboard and gives your Amiga a CD-ROM. Simple set-up, fastest Sernet yet for **only £24.95** (comes complete with serial cable and Network CD32 software).

COMBINATION OFFER!

Buy any RAM Board and get a 3.5" Floppy Drive for **only £36.95!**



FREE GIFT!

Call to find out more.

Other products available:- 4 x CD-ROMS, Hard drives, '030 Accelerator etc... *All at competitive prices.*

A1200 RAM Accelerator

NOW AVAILABLE AT EVEN LOWER PRICES

Runs at up to **2.95 MIPS**
- Uses standard 72pin simm - Zero Wait State - Optional Floating Point Unit - Real Time Battery Backed Clock PCMCIA Compatible (up to 4Mb)



0Mb	- £44.95
4Mb	- £74.95
8Mb	- £94.95

COMBINATION OFFER!

Buy an FPU with a RAM Board and pay only **£34.99!**

33MHz FPU - £38.99 Internal Real Time Clock now only £8.99

030, 040 & 060's Also Available - POA

STOCK CLEARANCE OF NEARLY ALL MEMORY PRODUCTS. LIMITED STOCKS SO PLEASE HURRY

PAYMENT: Simply call with your ACCESS / VISA / SWITCH or send Cheques / POs made out to:

Marpet Developments, 57 & 58 Glasshouses Mill, Glasshouses, Harrogate, N. Yorkshire HG3 5QH

DELIVERY: Costs just £2.50 (including VAT) for insured delivery!

Made in UK!

TEL: (01423) 712600
FAX: (01423) 712601

3 YEAR warranty

All items subject to availability & change without notice. E&OE.

Experts on the *Amiga & Video* peripherals



Super Scan™

• External AMIGA/RGB/CVBS (Video)/SVHS (Y/C)/PC to VGA double scan converter.

- For all AMIGA users and PC users using VGA monitor display AMIGA, PC, VCR, TV programmes and TV games.
- Special design suitable for AMIGA 500, 600, 1200, 2000, 3000, 4000 computers. Connects to the AMIGA 23pin RGB port.
- Adapts all the inputs to standard 31.5KHz VGA signal. Gives better and clearer display on your small-pitch, high resolution VGA monitor.
- Supports switchable AMIGA (RGB), SVHS (Y/C), CVBS (Video), PC input.
- Specially designed flicker free daughterboard - optional. When this board is installed it will eliminate the flicker phenomenon from all AMIGA 15k modes.



BC-1208MA™

• 8Mb true zero wait state ram card for AMIGA A1200.

• With clock and TWO FPU SOCKETS: PGA and PLCC.

- Uses the standard 72pin Simm module: 1Mb, 2Mb, 4Mb or 8Mb.
- Battery backed up RTC included.
- Fully compatible with PCMCIA card, and specially designed re-location of memory into CO-D7 to get more memory when using the 8Mb SIMM.
- Very good performance (2.33 times than A1200, tested by Sysinfo v3.22)
- Memlink™ software included.



Video Magician™

• Internal Amiga to VGA double scan rate converter for AMIGA 2000, 3000, 4000 computers.

• Double scans all AMIGA 15k video signals into VGA 31.5k signals. No AMIGA specification monitor needed.

- Supports all AMIGA display modes and FLICKER FREE with your AMIGA in 15K mode.
- 24bit full colour resolution.
- With RGB encoded signal in CVBS, SVHS (Y/C) output.
- 100% plug and play, no jumper or switch to be adjusted. Automatically detects the NTSC/PAL system and all modes of AMIGA display for output in VGA, CVBS, SVHS.
- Strong expansion ability: a. Video decoder daughterboard - optional, b. SVHS (Y/C) Genlock daughterboard - optional.
- Flicker switch equipped - if you want to have a look at the original flicker image of the AMIGA (Normally records the AMIGA video signal into VCR so you can see the quality of display on the VGA monitor as a preview), the flicker switch is very useful!

enquiries welcome

Bio-Con Taiwan Corp.
1st Floor, No.2, Alley 8, Lane 223,
Sec 4, Cheng-Kung Road, Nei-Hu,
Taipei, Taiwan, R.O.C.

Tel: +886-2-7902761 or 7927590
Fax: +886-2-7902730

E-Mail: biocon@ms1.hinet.net

All brand names and trademarks are the property of their respective owners.



tel: (01263) 722169

13 Russell Terrace, Mundesley,
Norfolk NR11 8LJ

9-30 - 8.00 Monday to Friday,
10.00 - 1.00 Saturdays

You can either phone your
order, email, cheque or
postal order.

rich@sadeness.demon.co.uk
www.sadeness.demon.co.uk/



CHRISTMAS OFFERS

Adult Sensation 1, 2 or 3D	£16.99
Adult Sensation 4	£27.99
AGA Experience Vol 2	£14.99
Amiga Developer v1.1	£13.99
Amiga Utilities 2 (2CD)	£9.99
Aminet 14 or 15	£11.49
Aminet Subscriptions Available	£9.99
Aminet Box Set 1	£19.99
Aminet Box Set 2	£24.99
Aminet Box Set 3	£29.99
AWEB 2.1	£39.99
Cardgames	£13.99
Epic Encyclopedia	£27.99
Euro CD	£11.99
Euroscene 2	£8.99
Grolier Encyclopedia	£22.99
Horror Sensation	£12.99
Hottest 6	£8.99
Into The Net (2CD)	£16.99
Killing Grounds (AB3D 2)	£22.99
Magic Publisher (4CD)	£29.99
Meeting Peels 4	£13.99
Mods Anthology (4CD)	£24.99
Multimedia Toolkit 2	£6.99
Oh Yes More Worms	£4.99
Photogenics 2	£89.95
Scene Storm	£8.99
Specy 96 (95%-AF)	£14.99
Special Effects Vol 1	£19.99
System Booster	£17.99
Texture Gallery (2CD)	£15.99
Texture Portfolio	£12.99
The Utilities Experience Vol 1	£8.99
Weird Science Clipart	£8.99
World Info 95	£16.99
World of Clipart Plus (2CD)	£12.99
Worms AGA (Directors Cut)	£24.99

PRE-ORDER

Champ Manager 2 (96-97)	£22.99
Epic Interactive Quiz Show	£23.99



Order Price £29.95

CD 'X'

Pre-Order Price
£24.95

CD-X is an **Interactive Multimedia Encyclopedia of the Paranormal**, topics include:

Aliens and UFOs - This CD will be one of the best resources for anybody even remotely interested in Alien Life Forms, Unidentified Flying Objects, Alien abduction cases and Close Encounters etc. With hundreds of informative and interesting text files, a comprehensive UFO image gallery, some of the very best 'Web Sites', masses of quality animations and sound samples and more, this is a real multimedia experience.

Government Cover-ups and Conspiracies, did you ever think that there were things that your government wasn't telling you? Well, there is! Some of the most top-secret documents, pictures and files are here for you to see. Majic 12 UFO group documents, 'authentic' military UFO photos, and much more - like some of the most interesting theories on the JFK assassination.

Murderers and Serial Killers, we have collected information about some of history's most evil people - from Adolf Hitler to Jack the Ripper. Read all about their most unbelievable and gruesome crimes.

The LATEST EBE reports! Including detailed SETI information. Also, the very latest updates on the amazing news of fossilised life signs found on a meteorite from Mars by NASA!

Science Fiction Art. On this CD, there are details about the World's greatest Science Fiction artists! For example, we have created a special exclusive H.R. Giger (well known for his work on Alien) gallery!

And loads more, such as disasters, witchcraft, voodoo, cult, crop circles, assassinations, space, time travel, bigfoot, worm holes etc etc.

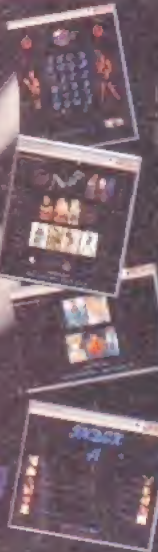
CD-X is retailed at £29.95 but we are offering a Pre-Order price of £24.95 (price includes postage). Release date - Early '97



Women of the WEB is an all new CDROM which is compatible with any AGA Amiga, PC or Apple Mac. It's an Interactive Multimedia Encyclopedia of over 500meg of images, text related info, MPEGs, WAV and MOV files for over 250 female celebrities.

Women of the WEB is displayed in superb HTML documents which can be viewed using any WEB browser, ie AWEB, Ibrowser, Voyager, Netscape etc. (WEB browsers included, set up for Amiga, Apple Mac and PC, ready to run).

Out Now
£24.95



Reader Games

They are the Amiga equivalent of prize marrows at the local flower show. They are, of course, the...

And an absolutely fine selection of marrows we've got for you too! The standard of Reader's Games we're getting into the offices improves month on month and so we end up in the situation we're in now - absolutely loads of cracking games!

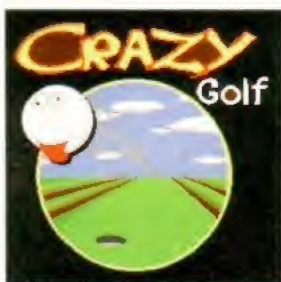
Naturally, some are of a slightly higher standard than others but the whole point of this

section is not to tear apart little Johnny's attempts to combine gameplay and graphics, but merely to offer advice on how the game could be improved and polished. If you've always had a secret desire to create a game then get hold of one of the popular programming tools (Amos, Blitz Basic and so on) and give it a crack!

The worst you could do is have to listen to some professional advice on why your creation isn't quite up to scratch and the best you could do is win yourself a lovely £50 note. And there are commercial companies out there who pay lots of attention to this section. And we mean LOTS of attention. Get to it, my little Amiga horticulturists...

GAME: CRAZYGOLF
AUTHOR: ADAM GORE
LANGUAGE: BLITZ BASIC 2

It's a golf game - but on a wacky course. And what a corker it is too! Readers with long memories will remember Adam's earlier game which featured in Reader Games (*Zombies AF85*) and was described as 'Adam demonstrates that he's paid great attention to detail and has



ensured that the game has a high degree of playability'. The same can be said for *CrazyGolf*.

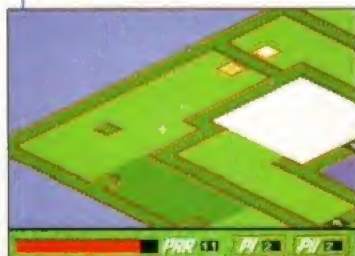
There are 10 wacky courses for you and a chum to play around on and controlling your ball is dead easy - move the crosshair by moving the joystick left and right and decide the strength of the shot by moving the joystick forwards and backwards. Easy as that.

What makes this so much fun though are the courses - you have to hit trampolines to get across stretches of water, you have to negotiate your ball

through mine fields of teleporters and make little taps along wooden walkways. It's great fun and extremely easy to pick up and play without being at all easy to get right. There's the right level of frustration here which makes it addictive too.

This might upset some, but it's actually a better game than *Sensi Golf*. There's more that could have been added but Adam's (quite rightly) kept it all simple to start with and concentrated on making sure the features he has introduced add to the fun. Top drawer stuff or, as is the current office fave saying: 'Job's a good un'.

VERDICT: VERY PROFESSIONAL AND VERY PLAYABLE. SIMPLE TO PICK UP AND PLAY AND CHALLENGING TOO. IF YOU COME ACROSS THIS YOU'D BE WISE TO SNAP IT UP. A FINE EXAMPLE OF HOW A SIMPLE IDEA, IMPLEMENTED WELL, CAN BE SERIOUS FUN.



Those yellow squares are teleporters so beware. There's ice in the middle.



Oh goodness me. Yes it really is as complicated and awkward as it looks!

GAME: ULTIMATE RISK
AUTHOR: RICHARD BENWELL
LANGUAGE: AMOS

Despite the fact that this game could never be commercially released under its current title (without consulting Hasbro, anyway), here's a rather splendid *Risk* game. Oh surely you know the board game? Conquering the world and all that? Anyway, what's so good about Richard's effort is the fact that the computer players aren't half bad (they're not superb, but they're not half bad). That and the fact that there's a lot of the game you can alter to suit. You don't

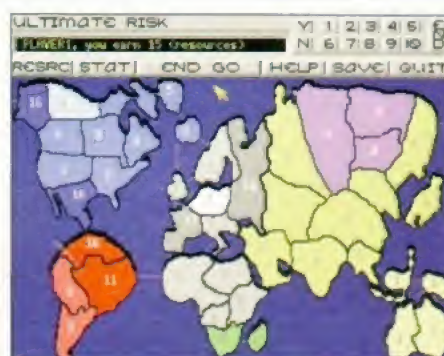
want to play missions? Fine. You want to select your starting territories? Fine. Possibly the only criticism that could be levelled at the game is the fact that the continents aren't coloured - it can get confusing when you can't remember if Greenland's part of



Selecting countries at the start of a game. I'm going to make Australia my powerbase, so beware...

Europe or North America. I can understand why Richard hasn't coloured them in (countries become filled with the colour of the army of whoever owns them) but surely there must have been a way round this?

Apart from this little niggle, *Ultimate Risk* is a most excellent game and easily worthy of this month's £50 prize. As it stands it's about as good as the versions of *Risk* that were released on the Amiga by Hasbro a few years back.



...a classic tactic that's working rather well. Once purple's out of the game, I'll be unstoppable.

VERDICT: A SUPERB VERSION OF THE BOARD GAME WITH ALL THE EXPECTED FEATURES AND A FEW MORE BESIDES. A BIT MORE POLISH WOULDN'T GO AMISS (BETTER MENUS AND SO ON) BUT ONLY COSMETIC CHANGES ARE NEEDED BECAUSE IT PLAYS JUST FINE.

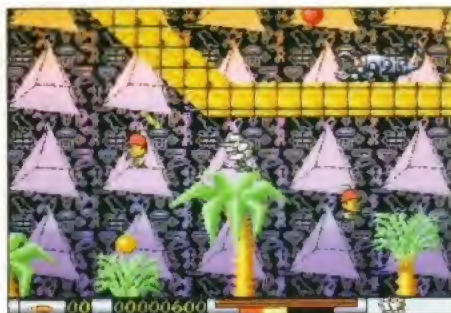
£50 winner



Buy your weapons wisely and with thought.



What you can't tell from this picture is just how fast your character is spinning round. Splendid stuff.



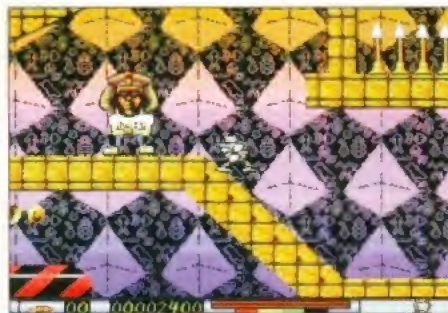
Up in the trees fighting baddies. Quicksilver may not be original but the speed helps make it so playable.

GAME: **QUICKSILVA**
 AUTHOR: **MATTHEW COTTINGTON**
 LANGUAGE: **UNKNOWN**

It's *Sonic*, but on the Amiga. No, it really is. And with weapons too. There's a large variety of weapons as well and they're purchased from the armoury at the start of the game. The idea is to simply rush around the platforms collecting as many coins as you possibly can - get the required amount and you can then seek out a teleporter to take you to the next stage.

The levels are huge but the simple most impressive thing about *Quicksilver* is the sheer speed of the game. It's incredible! Your character goes flying round the screen like nothing seen before, collecting bits of fruit and coins, all the while shooting and blasting the hundreds of enemies that populate each level.

Quicksilver really is a marvel of a game, as a full-blown commercial release it would receive a very good review not only because it's so technically impressive but because it's such fun to play as well.



Even if you've run out of ammo you can resort to leaping on the baddie's heads to kill 'em.



Well, this cow's mad obviously. Mad? It's absolutely livid! Well, lurid certainly. We like silly intro screens.

Nothing's too difficult but there's so much of it you can't help just wanting to keep playing to explore some more. It's very easy to pick up and play and when you're doing that you can't stop having fun as well. Really excellent stuff. And because we're such wonderful people we've included a demo of *Quicksilver* on this month's CD so you can have a go at this splendid game yourselves. Hurrah for us!

VERDICT: ANY SUGGESTIONS I GIVE HERE TO IMPROVE THE GAMEPLAY WOULD BE NIT-PICKING AS *QUICKSILVA* IS GREAT AS IT IS. FAST ACTION AND SIMPLE GAMEPLAY MAKE THIS A JOY TO PLAY. LET'S HOPE MATTHEW TURNS HIS TALENTS TO SOMETHING NEW VERY SOON.

GAME: **BLASTED**
 AUTHOR: **BEN PARKER**
 LANGUAGE: **UNKNOWN**

Despite this being one of the more 'simple' games this month - by simple we mean the game mechanics - it's one of the more polished. You control this small catapult at the



Power ups are available, here you've got yourself a cannon thing which fires faster than the normal gun.



The laser is the weapon of choice. Anything flying into its beam is automatically cooked to a cinder.

base of the screen which you move from left to right while firing at the pigeons that rush across the screen. If you manage to score enough hits you'll reach the percentage required to move onto the next wave. It's as simple as that really.

Well, it's a little more complicated, because the pigeons fight back by dropping dollops of green goo at you. Should one hit you then you're unable to fire for a while. You're also prohibited from firing when you happen to hit some of the Red Cross pigeons (they're green for some reason best known to Ben). Hit pigeons do have a tendency to drop power-ups however so it's worth collecting them when you get the chance.

Blasted is a very simple idea and although it looks great and has been very well implemented the biggest problem is the fact that it runs too fast. The pigeons race across



Shuffle left and right, keep firing and mind the falling blobs of erm, gunk.

the screen at break-neck speed which inevitably means you simply stay in the middle of the screen and shoot. If there was more chance to actually aim at the targets the game would be more fun. The pigeons don't need to be slowed down a huge amount, but as it stands it's just too much of a lottery whether you actually hit anything or not.

VERDICT: VERY WELL PUT TOGETHER BUT UNFORTUNATELY JUST A TAD TOO FAST TO MAKE IT AS MUCH FUN TO PLAY AS IT OBVIOUSLY COULD BE. PROOF POSITIVE THAT EVEN SIMPLE IDEAS NEED TO BE PROPERLY IMPLEMENTED IF THEY'RE GOING TO WORK AS THEY SHOULD.

Continued overleaf →

GAME: PLUNDER
AUTHOR: NICK CHAPMAN
LANGUAGE: UNKNOWN

Not everything this month can be an absolute cracker and this one certainly isn't. It's a sideways scrolling hack-em-up in the *Shadow of the Beast* mould. Or at least it would be if it was any good. At all.

To kick off, all your character can do is move left and right and chop with his axe.



Our horned hero goes chop, chop, chop at some baddie types who, when hit, simply fall off the bottom of the screen. Ho hum.

Although it's not really a chop at all it's more a kind of rabbit punch, and you can only hit enemies that are about three pixels away. Talking of enemies, well frankly, they're a bit of a joke. They look alright (hardly brilliant, but passable) but all they do is walk towards you. Then you rabbit punch 'em, sorry, wield your mighty axe and chop 'em asunder. No, you rabbit punch 'em. Oh, but some of them fire arrows and things at you. Unless you walk towards them and hack 'em down first.

Apparently you have three lives. But contact with any of the baddies causes almost instant death. You can be chopping away quite merrily (standing on the spot because there are just too many of the baddies to risk moving right), and suddenly you're down to one life. Two seconds later, the game's over and you have to do it all over again.

Everything is wrong with this game. Satisfying gameplay does not involve trying to move right one inch at a time while you continually keep pressing the fire



Here our horned hero goes chop, chop, chop at some chaps with bows and arrows. Not that they're much good at firing them mind.

button. Even with the autofire on and your finger held on the fire button you'd be hard pushed to find this entertaining.

VERDICT: A VERY POOR ATTEMPT TO CREATE A HACK-EM-UP. THIS IS NO FUN TO PLAY AND HAS ALMOST NO REDEEMING QUALITIES. NOT EVEN THE GRAPHICS ARE OF A PARTICULARLY HIGH STANDARD SO THERE'S NO COMFORT TO BE GAINED FROM JUST WATCHING THE THING. POOR. VERY POOR.

GAME: ROAD RAGE
AUTHOR: BARNABY BYRNE
LANGUAGE: AMOS PROFESSIONAL

Overhead racing games, don'cha just love 'em? Course ya do. So do we. Normally. This one's for two or three players who get to race around a selection of tracks over a definable number of laps. But oh! There's weapons to boot! Each player's car is fitted with a front-firing gun which

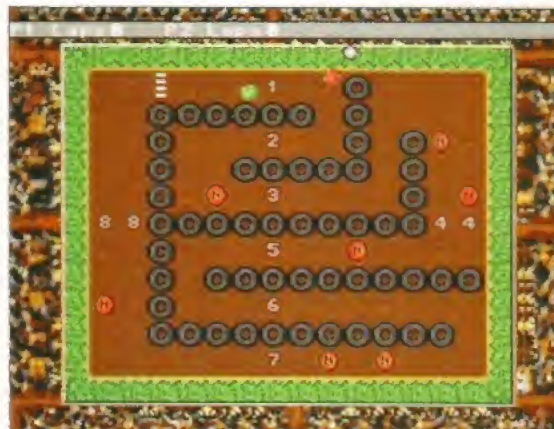


The options screen where you can alter the game's parameters. Not that you'd really want to much.

you can use to put the other player's cars in a spin when you hit 'em.

If you're wondering about the numbers on the track, then Barnaby's had the curious idea that instead of arrows pointing your way round the track you're supposed to drive over the numbers. Strange but true. The orange blobs are a small amount of boost. You simply drive over 'em and your car speeds up for a short while - unless you bash into the sides or the tyres in which case you lose your boost. The orange blobs stay on the tracks for the duration of the race so you can keep going over 'em every time you go round.

It's terribly basic this game. The graphics are less than stunning and the control of the cars is very simplistic - there's no inertia to speak of and control is basically limited to accelerate or not accelerate. That doesn't mean it's a bad thing, it just means it's a little dull. Alright, it's a lot dull. Even when you've got three players blasting around, shooting each other and generally trying hard to imagine you're playing *Micro Machines* the fun wears thin very quickly.



Drive over the numbers in the right order and drive over the red Ns for extra boost. This is about as exciting as this one gets I'm afraid.

VERDICT: IT'S ALL SO BASIC, FROM THE BORING GRAPHICS TO THE SIMPLE GAMEPLAY. EVEN IN MULTI-PLAYER MODE THERE'S LITTLE HERE TO KEEP YOU PLAYING. PERHAPS MAKING THE GAME SO THAT THE CARS REQUIRED MORE SKILL TO DRIVE WOULD IMPROVE THE GAME'S LONGEVITY.

MORE OF THE SAME PLEASE!

Every game featured in our Reader Games section wins an Epic CD and the winning entry also wins £50 from *Amiga Format* and another £50 worth of Epic CDs.

If that doesn't inspire you to get those submissions in then nothing will. Just a note of caution though: don't

bother sending in that PD game you coded three years ago just to try it on, we'll spot it and chuck it in the bin. After we've erased the disk for good measure.

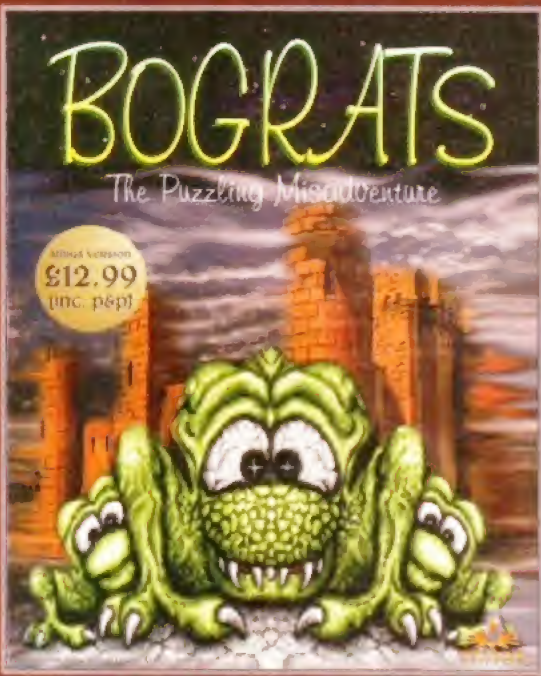
And, once the game's been featured here in your favourite magazine we'll be passing them onto Epic Marketing who'll take a look at the really good ones with a

view to publishing them. There's nothing guaranteed but you never know - you might just get a phone call in a couple of months time. Please make sure you put a contact number or address on your submission (which you'll need to do anyway, or we wouldn't know where to send the goodies now would we?).

VULCAN SOFTWARE LIMITED IS PROUD TO PRESENT



- 60 Treacherous Levels
- Super Smooth Character Animation's
- Realistic Gravity Equations
- Ingenious Puzzle Designs
- Empathy Related Movements
- Individual Skills For Baby Bograts
- Interactive Save Functions
- Full Animation Intro
- Hard Drive Installable
- AGA Amigas only
- Joystick Driven
- Requires 2 Meg
- Future Datadisk Expansion
- Free Technical Support



In this incredibly addictive puzzle platform game you will have to trek through 60 challenging levels full of potential disasters just waiting to happen.

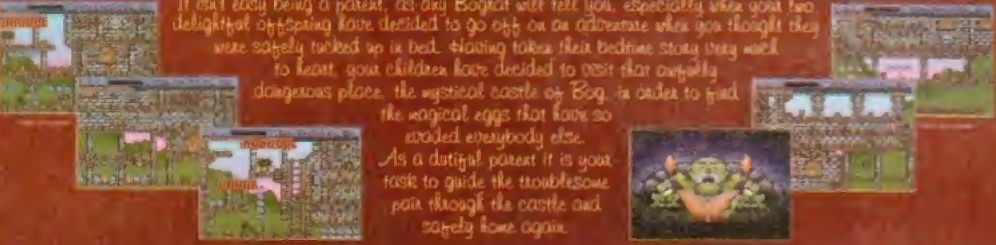
Your baby Bograts wander aimlessly into danger so you will have to be alert at all times to keep them and yourself alive!

There are lift shafts, locked doors, conveyor belts, spike traps, fire hazards, slippery ice, disappearing platforms, rope bridges, jumping springs, movable blocks, exploding blocks, teleporter zones and enemy fungi blobs determined to test your logical mind to the full.

On top of guiding your offspring to safety you also need to collect the magical eggs that have so eluded everybody else as this is your only chance of escape from the mystical castle.

You have been warned these ingeniously wicked puzzles will drive you Boggy.

It isn't easy being a parent, as any Bograt will tell you, especially when you two delight in offspring have decided to go off on an adventure when you thought they were safely tucked up in bed. Having taken their bedtime story very well to heart, your children have decided to visit that awfully dangerous place, the mystical castle of Bog, in order to find the magical eggs that have so eluded everybody else. As a dutiful parent it is your task to guide the troublesome pair through the castle and safely home again.



Please send me BOGRATS for the A1200
The Puzzling Misadventure
Postage Charge (Overseas customers)
Payment by Cheque/Postal/Access/Visa/Mastercard for:

£12.99
£2.00
£

Name _____
Address _____
Post Code _____

Please send completed order form with payment to: VULCAN SOFTWARE LIMITED, VULCAN HOUSE, 72 QUEENS ROAD, BUCKLAND, PORTSMOUTH, HANTS PO27 9NA

Vulcan Software Limited, Vulcan House, 72 Queens Road, Buckland, Portsmouth, Hants PO27 9NA England UK
Tel: +44 (0)1705 670269 Fax: +44 (0)1705 662226 Email: Paul@vul-soft.demon.co.uk World Wide Web Pages: www.vulcan.co.uk

PRINTERS

CITIZEN ABC COLOUR 129.99
HIGH QUALITY 24 PIN CANON BJC 4100 214.99
SUPERB ALL ROUND COLOUR INKJET

WE STOCK A WIDE RANGE OF PRINTERS AND GENUINE ACCESSORIES FOR CANON, CITIZEN, EPSON, HEWLETT PACKARD, LEXMARK AND PANASONIC

CONTROLLERS

ALFA MEGAMOUSE 400 13.99
400DPI RESOLUTION

QUICKSHOT 137F PYTHON 11.99
WITH AUTOFIRE

COMPETITION PRO JOYPAD 16.99
FOR AMIGA & CD32 WITH TURBOAUTOFIRE

AMIGA RAM SHOCK !!!!!

1 MB A500 - RAM + CLOCK	32.99
1 MB A600 RAM + CLOCK	39.99
4 MB RAM BOARD FOR A1200 + CLOCK	99.99
4 MB + 33 MHZ FPU RAM BOARD FOR A1200 + CLOCK	129.99
8 MB RAM BOARD FOR A1200 + CLOCK	109.99
8 MB + 33 MHZ FPU RAM BOARD FOR A1200 + CLOCK	159.99
4 MB (SIMM CHIP) RAM FOR A4000 AND SX1	19.99
8 MB (SIMM CHIP) RAM FOR A4000	37.99
16 MB (SIMM CHIP) RAM FOR A4000	69.99

32MB MEMORY 72 PIN 75NS 32 BIT - SUITABLE FOR MOST PCs

9.30am to 8pm Mon-Sat
10am to 5pm Sunday & Bank Holidays
01279 600204
08 Fax: 01271 72642 (we'll fax back)
HEAVY discounts HUGE range
Credit terms subject to status
Regular 48 Page Colour Club Magazine

Special Reserve
Live at <http://special.reserve.co.uk>

Amiga Software

(HDR) = HARD DRIVE REQUIRED

Amiga A500 & Compatible

ALIEN BREED 2 - TASSAULT	7.99	E12
ALIEN BREED 2	7.99	E19
ARCADE POOL	9.49	
BATTLE FOR THE ASHES	9.99	
BIG 100	9.99	
BLACK CRYPT	11.99	E1
CANNON FODDER	13.49	E1
CENTERFOLD SQUARES	4.99	
CHAMPIONSHIP MANAGER 2	21.99	E8
CHAMPIONSHIP MANAGER 2	16.99	E3
ITALIAN LEAGUE	16.99	E3
CHAMPIONSHIP MANAGER COLLECTION	9.99	E10
9394 + UPDATE DISK	9.99	E10
CLUB FOOTBALL	7.99	E12
COLOSSUS CHESS X	4.99	
COVER GIRL STRIP POKER	11.99	E3
CRICKET CAPTAIN	4.99	

A1200 Software

LOMBARD RAC RALLY	6.99	E1
LORDS OF THE REALM	22.49	E12
LURE OF THE TEMPTRESS	9.99	E5
MICRO ENGLISH	19.99	E5
MICRO FRENCH	19.99	E5
MICRO GERMAN	19.99	E5
MICRO MATHS	19.99	E5
MICROPROSE GOLF	9.99	E25
MONEY MATTERS	34.99	E15
NICK FALDO'S GOLF	9.99	E25
NIGEL MANSELL'S GRAND PRIX	3.99	E6
ODYSSEY	20.99	E5
GRANDSETH 2	39.99	E10
PGA TOUR GOLF	12.49	E2
PINBALL PRELUDE	16.99	E18
PINBALL SPECIAL EDITION		
PINBALL FANTASIES & DREAMS	22.99	E12
PLAYER MANAGER 2	9.99	
POPULOUS & PROMISED LANDS	10.99	E2
POWERMONGER - WW1 DATA DISK	11.49	E3
PREMIER MANAGER 3 - EDITOR	20.99	E9
REACH FOR THE SKIES	11.99	E3

FREE WHEN YOU BUY ANY ITEM AT THE SAME TIME AS JOINING OR RENEWING FOR ONE YEAR OR MORE

SIX AMIGA GAMES FREE
Sens. Soccer, Desert Strike, Push Over, Road Rash, Golf Sport & Humans

OR
FOUR A1200 GAMES FREE
Lemmings, Zool, Rome & Epic

OR
CLIFFHANGER VIDEO FREE
TENSE ACTION PACKED ADVENTURE

OR
TOMBSTONE VIDEO FREE
FAST AND FRANTIC COWBOY ACTION

ABSOLUTELY FREE

Other offers available - please call. Overseas members add £2 postage. All offers subject to stock.

Check out the enormous Special Reserve Internet site @ <http://special.reserve.co.uk>
Online, easy-to-use, secure ordering via internet with free fast delivery
Cheer Zone, Game Links, 100's of Game reviews & Much, Much More

Look around our vast range of software & hardware items at our Special Reserve club shops
Over 2,000 items stocked
Our HUGE club shops are situated in Sawbridgeworth, Chelmsford and now Bristol!

CRICKET COLLECTION VOL 1

INTERNATIONAL ONE DAY CRICKET, TEST MATCH CRICKET, BATTLE FOR THE ASHES 14.49

CRICKET COLLECTION VOL 2

WORLD CLASS CRICKET, 2ND INNINGS, DATA DISK 9495 9.99

DAILY DOUBLE

HORSE RACING 4.99
DATASTONE 2 38.99
DELUXE PAINT 3 4.99
DESERT STRIKE 11.49
DUNE 11.49
DUNE 2 13.99
ELITE 4.49
FINAL WRITER (4 MB HDR) 68.99

FOOTBALL COLLECTION VOL 1

CLUB FOOTBALL, CLUB AND COUNTRY, WEMBLEY INTERNATIONAL SOCCER 16.49

FOOTBALL DIRECTOR 2

FORMULA 1 WCE 14.99
FORMULA 1 GRAND PRIX FIN SCHOOL 4 (7+) 12.99
GRAHAM GOUGH WORLD CLASS CRICKET HOME ACCOUNTS 3.99
KINGPIN 7.99
KINGPIN 2 (UNBOXED) 8.99
LEMMINGS 3.99

CD32 Games

ACID ATTACK COMPILATION	14.99	E3
GUARDIAN, ROADKILL, SUPER SKIDMARKS	14.99	E3
ACTION PACK VOL 1	14.99	E3
LEGENDS, FEARS, GLOOM	14.99	E3
ALIEN BREED 2 - TASSAULT	19.99	E10
ALIEN BREED 3D	14.99	E5
ARCADE POOL	7.99	E7
CHAOS ENGINE	4.99	E10
EXILE	19.99	E10
FIELDS OF GLORY	5.99	E24
GLOOM (DOOM CLONE)	14.99	E19
GUARDIAN	10.99	E19
KINGPIN	7.99	E7
OSCAR 4 DIGGERS	2.99	E12
PINBALL ILLUSIONS	19.49	E10
PINBALL ILLUSIONS	19.49	E10
ROAD KILL	10.99	E10
SOCCERKID	9.99	E20
SPEEDER 2	4.99	E10
SPERS LEGACY	10.99	E11
STAR CRUSADER	19.99	E13
WORMS	21.49	E8

AMIGA PARTS

COMMODORE AMIGA POWER SUPPLY 27.99
IDEAL REPLACEMENT FOR A500, A500+, A600 AND A1200

EXTERNAL DISK DRIVE FOR AMIGA OR SX-1 47.99

EXTERNAL 14.4 FAX MODEM 64.99
SMALL COMPACT DESIGN, COMPLETE WITH CABLES, INTERNET BUNDLE AND FREE STARTER GUIDE

ANTI-SURGE 4 WAY TRAILING MULTI-PLUG 24.99
INTERNAL DISK DRIVE FOR A1200/A600 59.99
INTERNAL DISK DRIVE FOR A500 34.99
DUST COVER FOR A500 7.49
HIFI LEAD - AMIGA CD32 TO STEREO -5.99
MONITOR LEAD - AMIGA TO CM8833 OR 10845 10.99
SCART LEAD - AMIGA TO SCART TV 10.99
SCART LEAD - CD32 TO SCART TV 10.99

BLANK DISKS

PACK OF 10 MAXELL DD 3.5" DISKS WITH FREE DISK BOX 6.99
PACK OF 50 MAXELL DD 3.5" DISKS 18.99
3.5" FLOPPY DISK HEAD CLEANER 6.99

All prices include VAT and carriage in MOST UK mainland addresses. WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.

TRIAL MEMBERSHIP ONLY £1 (1 MAGAZINE)
ONE YEAR MEMBERSHIP £7.00 (UK), £9.00 (EC), £11.00 (WORLD)
Buy one year at a time for a year and we'll give you a choice of great FREE gifts
Over 300,000 people have joined and Special Reserve has 80 dedicated staff. Members are under no obligation to buy anything. Our regular club magazine contains a staggering selection of products, many at below trade price. Hundreds of pages of information on our internet site at www.reserve.co.uk. Amazing club strips at Bristol, Chelmsford, and Sawbridgeworth. PC buyers & upgrades at Sawbridgeworth (e.g. your 486 to Pentium by mail). No Outlets return policy. £4.99 (incl. 2.5% - see club magazine for details)

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or 25% on other items

(BLOCK CAPITALS please) AMIGA FORMAT
Name & Address _____
Postcode _____
Phone No _____ Machine _____
Enter membership number (if applicable) or _____
MEMBERSHIP FEE (ANNUAL £7.00) _____
Item _____
Item _____
Please use this box to add any optional fast delivery charge
1st Class Post 50p per posted item or £3 hardware
ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque P.O. Access Creditcharge Switch Visa _____
CREDIT CARD _____ SWITCH _____
EXP. DATE _____ SIGNATURE _____ ISSUE NO _____

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, ESSEX, CM21 9PH

Delivery some games listed may not yet be available. Please phone to check availability. Daily 9.30am to 8pm Mon-Sat. 10am to 5pm Sunday. The Hastings, Sawbridgeworth, Bristol, Exeter & Harlow branches are now open. Send us your 25p 1st class A.O.E.

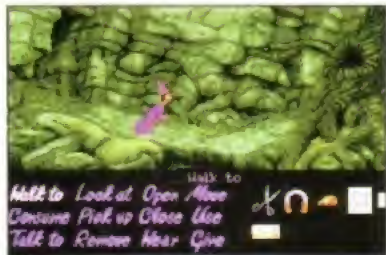
GameBusters

Games busted. Tips and cheats offered up freely. Advice and sneaky tactics given. And to what end all this helpfulness? To enable you to get more out of your games, of course...

SIMON THE SORCEROR



"Hello mate, you look like you've had better days". Simon learns how to win friends.



'Walking to' somewhere. A habit often practiced in the narrow cobbled streets of Bath.



More 'walking to'. A habit often practiced in the countryside around the beautiful city of Bath.

We get loads of letters every month asking for help with some of the older adventure games, and this classic keeps cropping up. Luke Sykes from Hull kindly sent us the whole solution so we decided the only thing to do is to print it. Enjoy, it's here for you...

Once inside the cottage read Calypso's note. Examine everything. On opening the drawer you will find a

pair of scissors, take them. Look on the fridge and take the magnet.

Going outside, make towards the compost heap behind the cottage. Go back towards the front of the cottage and head right. You'll find yourself at the Blacksmith's. Near the barrel you'll see a rope; take it.

Pick the clapper up off the table. Now head right, you'll see a dodgy geezer but don't talk to him just yet. Go left towards a cottage and pick



No, look! I know the party's here! I've been there before and anyway she gave me a map to follow. Look, over the mountains, through the valleys and fourth cave on the left.

HELPING HANDS

KINGS QUEST V

Help chaps! I'm stuck in a temple in the desert in King's Quest V. I'm waiting for some bandits to appear but they seem to be a bit shy, what am I doing wrong?

Frog of Hampshire

Don't worry Frog mate. Use the staff to enter the temple but don't worry about the treasure, look for the bottle and the coin by the door. Grab both of these and get out of there pronto! Then head south and take the water before heading east (eight times). That should help you along a bit.

FLASHBACK

I've been playing Flashback for years but am still hopeless at it. Got any help?

John Byrne
Gibraltar

Always glad to help John. Here's a list of level codes for you:

Easy option:

BACK
LOUP
CINE
GOOD
SPIZ
BIOS
HALL



Normal option:

PLAY
TOIT
ZAPP
LYNX
SCSI
GARY
PONT



Difficult option:

CLOP
CARA
CALE
FONT
HASH
FIBO
TIPS

...and the big pink hand came and shoved something in. How queer?"

INDIANA JONES AND THE FATE OF ATLANTIS

Please help. I have been stuck in Indiana Jones and the Fate of Atlantis for ages. I'm at the bit where I've come across Sophia but she won't budge! What next?

Robert Howard
Leeds

up the ladder. Go into the cottage. At the top of the stairs collect a specimen jar.

On your way out of the cottage, pick up the cold remedy found near the door. Once outside, head left towards the cottage with the bees outside. Remember to examine everything. Now go back towards the dodgy geezer. Walk right to the shop and have a look inside.

Now go right to the drunken Druid and go inside. It is important to look at everything and talk to everyone. On looking at the fruit machine you will discover some matches which you'll need to take. Speak to the wizards which can be found by walking right. To find out your quest tell them: "You'll do anything to be a wizard". Walk left, talk to the barman and watch his actions when you ask for a drink. Now go outside and head left to go out of the village.

Walking left you will find three paths. Take the bottom right path to the fallen tree stump. Try to go down, the tree stump will talk to you, try to go down again and you'll find yourself talking to Woodworm. Walk down and walk left to the witch's cottage. Look at the well and move the handle. Pick up the bucket of water. Go inside the cottage and take the broom. If the witch should throw you out, go back inside and she'll challenge you to a fight. Walk right to go back towards the tree stump. Continue right until you reach the Troll. Ask him if you can cross the bridge. Talk to the goat and then go back left until you are at the three paths again.

Now take the middle path to the right. You will find a Barbarian. Talk to him and ask "What's the problem?", and then help him. He will give you a whistle. Walking right you will come to four paths. Take the first right to find Bard playing music. When you have talked, Simon will head back to the four paths. Use the top right path to find a hole. Look at the sign and

talk to the hole. Doctor Von Jones will answer. Walk right to the centre of the forest and head up your nearest stairs. You will find some doors. On the floor is some paper. Pick it up and look at it.

Go back to the centre of the forest and try to go into the Dwarf Mine. To do so you will need a beard. Look at the rock and pick it up. Using the map, go back to the village. Go into the shop and give the shopkeeper the shopping list. Now go right to the pub and ask the barman for a drink, while he is busy use the scissors on the dwarf. Use the map to go back to the centre of the forest. Wear the beard outside the Dwarf Mine and use the password 'Beer' to go in. Talk to everyone and go down the cellar to find the drunken dwarves. Examine everything.

Go back outside and remember to remove your beard. Walk right until you find the woodcutter. Talk to him and take the metal detector he offers you. Walk right to the gorge, now go right, then left, left back to the centre of the forest. Go up the steps to the right and go into the cave entrance. Walk right until you see a door, open it.

Go inside and talk to the character, consume the first bowl of stew. Ask him for another bowlful. Use the specimen jar with the stew. Ask for another bowlful and consume the stew. When he has gone look at everything. Move the chest, open the trapdoor and go down the ladder. Walk right and go back up the ladder. Leave the house. Walk right and use your metal detector. Carry on right until you come across the giant, talk to him. Now use the map to get to the Troll bridge and tell the Troll that you'll get him some goat.

Pick up the placard and walk right to the three paths. Take the bottom right path and continue right until you meet a crossroads. Go right and use the bottom path. You will come across a bell, use the



clapper with the bell and move the bell. Now use the hair to climb up the tower where you will meet the Repulser. Tell her you have come to rescue her and kiss her. Pick up Repulser and again use hair to climb down. Walk left to the crossroads and take the top path. You will see some vines, climb down them. You will meet Golum who you can give the stew to.

After using the map to take you back to the village, go through the Arch. On the left you will see the dodgy geezer who will talk to you. You should look at what he has, but tell him you're not interested. Go through the arch and left, back to the cottage with the bees outside. Use the Repulser on the door. Go inside and look at everything. Pick up the hat and the smokebox. Outside again, make towards the beehive where you should use the smokebox and then take the wax. Now go into the pub and ask the barman for a drink. While he is busy, put the wax into

This is what Nick says to every freelancer. Of course, none of them believe him anymore.

Ben visits Linda's house and is shocked to discover she's been living in poverty all these years, despite coming to work in all the latest D & G trendy clothes.

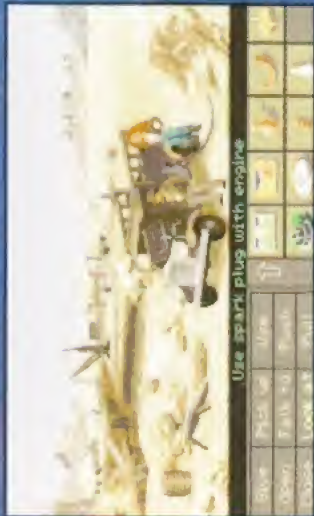
Continued overleaf →



Take the machine part to the canal, feed the octopus the trapped crab (which you got when you used the bread and cold cuts in the rib cage to trap the crab) and stick a bead in the mouth of the rat. Float left down the canal, opening the gates with the appropriate stone. The steps three screens away lead to the crescent shaped gear and an open cupboard.

Close the cupboard and take a look at the inscription - this is very important because it refers to the Sentry statue guarding the inner ring of Atlantis - the moon representing the crescent shaped gear, the star the bronze gear and the circle the bronze spoked wheel and machine part. Continue left along the canal to the Sentry statue and use the ladder to examine his chest plate. You want the statue to move its left hand (to your right) to release the chain, so place the wheel, machine part and gears as according to the inscription and pop a bead in the hole.

Use the left chain with the left bronze hoop and activate the statue to move his right hand (to your left) to open the door. Use the hinge pin to rescue Sophia.



Indy was adjusting well to his new role of MOF inspector. Next week's lesson: turning the ignition key.

F18-INTERCEPTOR

I recently started playing a very old game called F18-Interceptor. I enjoy the game but can't get past mission six where I have to destroy the carrier. What am I doing wrong?

Mr. Barker
Gt Yarmouth

Blimey, this is an oldie. Our memories are not perfect but as far as we recall you can't actually destroy the carrier on this mission. Try going after the sub instead - you should be able to get further following that!

LEND A HAND

If you're having trouble with a particular game or have a solution to a question in the magazine, don't keep it to yourself, write it down or send it in on a disk and we'll do our best to print it.

HELPING HANDS

Amiga Format • 30 Monmouth Street
Bath • BA1 2BW



Derek the dwarf was known throughout the area for his frankness. And his brevity. He wasn't often asked to come down the pub though.



Andrea's idea of a funny thing to send back to the office after a week in Rhyll. Actually, this is the funniest thing in Rhyll. I've been there, I should know.

the beer barrel situated behind him. He'll give you a voucher in a mo'. Walk outside and collect the beer, go to the centre of the forest. Wear the beard to go into the Dwarf Mine. You will find a dwarf with a spear. Offer him a bribe or simply give him the beer.

Walk back up the stairs, go past the dwarf at the table and enter the mine. Go to the door and you will see a hook which you should pick up. Try the door and talk to the dwarves. Leave the mine and remove your beard. Keep walking left to the four paths. There you should take the top left path. You will come to the stone table. Now walk right back to the four paths. Go left and left again, you will find a wise owl. On talking to him he'll lose a feather which you can take.

Go to the Troll bridge. Going right you will see the three paths again. Take the middle path to the right. Continue over the bridge and you will meet an Oaf. Talk to him and ask him about beans. Simon will walk away after watering the beans. Go back and look at the beans, and pick them up. Go to the centre of the forest. Put on the beard and go into the Dwarf Mine. Go down to the drunken dwarves and use the feathers on the fat dwarf lying on his back. Get

the key and head upstairs. Enter the mine. Use the key on the door, go in and say to the dwarf: "I've come to make you an offer" (and it's in the inventory). Give him the beer voucher, saying: "Pah! Think nothing of it". He should reward you.

Go to the village and through the archway to the dodgy geezer. Give him the gem, making sure he doesn't rip you off. Now go to Calypso's cottage and use the beans in the compost. Pick up the watermelon. Go to the front of the cottage, go right and then straight up behind the Blacksmith's cottage. Go left and open the box. Look at the empty boxes. Pick and look at the spell book. Take the rat bone, use the paper on the door and the rat bone in the lock. Pick up the paper and use the key in the lock. Walk out, take the bucket and go down stairs.

Go down to the drunken dwarves and use the feathers on the fat dwarf lying on his back

Take the mints. Pick up the Flaming Brand and open the Iron Maiden, talk to the Druid, remove the ring and talk again. Use the bucket and Flaming Brand on the Druid. Quickly get into the Iron Maiden. Open the Iron Maiden, go to the frog and get the hacksaw which you should use on the bars. Go back to the village and to the shop and pick up the hammer. Going out of the shop, walk left, right, taking the middle path. Walk right and go first right. Use the watermelon on the sousaphone. Go to the centre of the forest and up the steps to the right. Walk into the cave entrance.

Go right, into the house. Walk to the ladder, use hammer on the plank. Go to Scull island and take the Frogsbane. Walk back to the ladder. Continue right and use the sousaphone. Enter the cave, remembering to read the sign. In the cave, give the cold remedy to the Dragon. Go back inside, pick up the fire extinguisher.

Go outside and look at the boulder, using the hook with the boulder (by clicking on the boulder). Simon will climb up. Walk to the hole. By using the rope with the magnet and then using them with the hole you can collect gold pieces - you need 48 of 'em. Walk behind the cave and look at the rock. Go to the village and walk through the middle archway. Use the rock on the anvil. Go into the shop and pick up the white spirit. Leaving the shop, walk back through the archway and into the house. Give the Frogsbane to the frog. Go back through arch to the hole. Talk to the hole and give the fossil to the hole. Enter the cave and go right until you see the hole. Look at the dirt



Amiga Format staff members enjoy an evening of Live Action Role Playing. Unfortunately the other team didn't turn up because they'd gone to a more popular pub.

and take the Milrith Ore which you can use with the anvil on going back to the village. Go back to the centre of the forest, talk to the Woodcutter. Enter his house and take the climbing pin. Use the fire extinguisher with the fireplace. Move the hook and pick up the mahogany. Walk back to the fireplace to leave, go find the tree stump. Talk to the stump and go to the crossroads.

Take the bottom right path and use the hair. Look at the floorboards and use the woodworm with them. Use the ladder with the hole. Open the tomb and go inside. Open the tomb again, pick up the loose bandage and the staff. Go to the pub, into the back room, give the wizard's the staff and pay them. Now go to the Dragon's cave. Behind it you will find icy ledges below the climbing pins. Go onto them, continue right and talk to the tree. Use white spirit on the pink splotch and talk to the tree again. Go to the witch's cottage. Inside you'll find the witch. Challenge her to a fight. Keep trying the magic words on her until you win. She'll turn into a dragon. Say "Abracadabra" turning her into a mouse. Click on the mouse hole and escape.

The end is near...

Go into the Dragon's cave, walk behind it and use the climbing pin in the hole. Walk right and talk to the snowman. Consume the mints and walk up the steps. Now go to the Tower of Doom and walk to the door. Use the broom and consume the potion. Pick up the leaf, look at the bucket and pick up the stone. Go left and use the hair with the tap. Pick up the lily leaf and use a matchstick with it. Use the lily leaf with the matchstick to make a sail.

Sail to the seeds and take them. Use the stone with the seeds. Use the oil on the tap. Move the hair and sail to the puddle centre. Talk to the frog and walk to him. Look at the edge of the water and pick up the tadpole. Talk to the frog. Consume the mushroom. Open the door and go inside. Pick up the branch and go back and use it on the chest. Pick up the shield and the spear. Go down the spiral staircase. Move the lever. Pick up the chest and use it on the block. Move the lever again and take the candles. Use the spear on the skull and pick it up. Go upstairs to the bedroom. Take the magic wand and talk to the mirror. Look at the book. Take the pouch and use the sock in it. Use the pouch with the hole.

Go upstairs, look at and take the book and the chemicals. Use the chemicals on the shield and the shield on the hook. Talk to the Demons, and talk again telling them you can send them back to Hell. Ask their names and draw a square on the floor. Go down and talk to the mirror asking to see the lab. Go back to the Demons. Talk and send them back to Hell. Go into the teleporter and go to Rondor. Talk to the attendant, look at the brochures. Use the elastic band with the sapling. Pick up the pebble. Use the catapult with the bell, walk to the pits and across the bridge. Pick up the floor wax. Use the wand on Sordid. Go back to the counter. Take the matches (found on the right). Go back to Sordid and use the matches on the pits. Use the wand in lava. Now go back to Sordid and use the floor wax with Sordid. Hurrah! You've just completed the game!

SYNDICATE

I have discovered a brilliant cheat for Bullfrog's superb game:

1. Start the game as normal.
2. When the main menu appears, click on Configure Company.
3. Enter your company's name as MARK'S TEAM
4. Click on ACCEPT.
5. Click on BEGIN MISSION.
6. Now you will be able to choose any territory. Then click on BRIEF.
7. Now go through the briefing screens and you will have 1,000,000 in your budget.
8. Not only will all your agents have V3 mods but the Cryo Chamber will be overflowing with agents and you will be able to buy all the equipment and mods.
9. Now equip yourself and start the mission!

Patrick Harrison
Doncaster

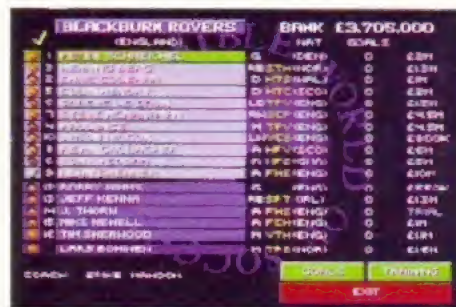


The Goths are coming! After a particularly depressing gig, the Moodies go on the rampage.



Parts of the body that will hurt when hit with bullets from Uzi machine guns.

SENSIBLE WORLD OF SOCCER 95/96



Yeboah. Incredible talent, undeniably. Blackburn Rovers are missing the chap at the moment.

I believe I've found a top cheat for this game which enables you to score a goal whenever you want (well, almost anyway).

The method is simple: send the ball directly towards the opponent's goal and before another player intercepts it, press the R key for a replay. Before the replay finishes press and hold down the fire button. When you do this the



Yeboah. Incredible talent, undeniably. Leeds are missing the chap. The right caption here is wrong.

replay will be stopped, you will go back to the game except for the fact that all of the players will stop and the ball will have a free run into the back of the net. It is even possible to do this directly from the kick off (if the pitch isn't too slow).

Ian Parkhouse
Dereham

COLONIZATION



When you build a colony, name it Charlotte (capital C) and you should find you have 50,000 gold in your treasury. You will also have the map fully discovered and will have access to every European Power's reports.

Glenn Harden
Norwich

The people of Jamestown were very happy with the wide streets afforded them by the local council planners.

EPIC CD-ROMS

VISITORS WELCOME!

The Best just got Better

DEALER ENQUIRIES WELCOME Telephone: 0181 873 0310 for more information.

IN-TO-THE-NET (CD224) £19.99

INTO THE NET contains all the tools required to access and explore the internet with ease. The double CD set contains usable versions of MIAMI, Voyager, iBrouse, AmiTCP and more. In addition the CD's contain many utilities for creating your own WEB pages, down-loading mail, and much more.

Most items are directly usable from the CD's

ANIME BABES (18) (CD191) £19.99

Contains around 5000 erotic hand drawn images in the Japanese anime tradition. This CD is of an Adult nature and should not be purchased by anyone likely to be offended by drawings depicting nudity and / or sex acts.

Includes images only suitable for persons over the age of 18.

MICK DAVIS' CARTOON CLIPART (CD215) £24.99

Mick Davis's Cartoon Clipart Volume One is a new Amiga CD-ROM containing 500 commissioned cartoon images, all of which can be used "royalty-free". Each image is stored as IFF, and all have been scanned at the highest possible resolution to ensure the best quality when printed. Supplied with a 30+ page printed index of each image. Every image on this CD is 100% original and does not/will not appear on any other CD-ROM.

MAGIC WORKBENCH ENHANCER V2 (CD187) £17.99

The new Magic Workbench CD contains the largest collection of Magic Workbench icons, Backdrops and tools ever compiled. Includes well over 5,000 Magic WB Icons. Over 600 specially selected Magic Workbench backdrops in 8, 16 and 256 colours. over 30megabytes of Workbench tools, gadgets, patches and desktop enhancer tools/utilities. The CD also includes Magic Workbench aswell as many other items never before released on any Amiga CD ROM. If you want to update/enhance you existing Workbench 2 or 3 then this is the perfect Workbench add on CD ROM. This CD is only suitable for any Kickstart/2/3 based Amiga's such as the A500+, A600, A1200, and A4000.

THE HOTTEST AROUND

Adult Sensation is possibly the Amiga's largest selling adult title. It features over 4,000 high quality 256 colour images of the "adult" nature. Image viewers and converters are included for any Amiga. (OVER 18 ONLY) (CD01) £19.99

Adult Sensation 2 not only contains 4,000 new colour images but also includes tons of adult related samples, adult music modules, tonnes of adult stories, adult animations, black&white 70's photos, adult games and more. (OVER 18) (CD115) £19.99

Sexy sensation, this CD contains around 2,000 specially chosen high quality BMP & GIF Images. Viewers & graphic converters are included for easy and quick access to any of the pictures on any Amiga. (OVER 18) (CD116) £19.99

Adult Sensation 3D actually contains over 2,000 true 3 Dimensional colour images. 3D viewing software and top quality 3D glasses are also supplied. Available now! (OVER 18) **Rated 90%** (CD117) £19.99

Adult Animations contains hundreds of naughty? animations/film clips for Adults only. Viewing software included for the Amiga. Limited first stocks so order now. HURRY!!!! (STRICTLY OVER 18's ONLY) (CD140) £29.99

Adult MENSation is a collection of unique images of the male body. This CD-ROM has been compiled to fill the hundreds of requests for a CD dedicated to the ladies. Very easy to use. Okay on any Amiga. (CD164) £19.99

AMIGA 1GIG HARD DISK Only £179.00 + £4.00P&P

Available now! 1gigabyte (1000mb) ready-to-fit Amiga hard drive. Pre-formatted and installed with Workbench 3. Supplied with all cables and instructions. With FREE hardisk backup sw!

AMIGA SCSI CD-ROM Only £219.00 + £4.00P&P

Quad(4x) speed SCSI CD-ROM drive complete with Squirrel SCSI interface for the A1200. Supplied with installation software. Includes a FREE copy of the Epic Collection.

OVER 100 AMIGA CD-ROM TITLES AVAILABLE

NEW FOR 1997

We took everyones valid comments with concern to the first release of the Encyclopedia and changed, modified updated the whole product to the extent that it now includes over 20,000 subjects. The new 1997 version of the Epic Interactive encyclopedia is available now. It features a superb new updated multimedia interface, hundreds of film clips, images, sound samples and subject information text. The 1997 version now supports a multitude of new features including: Colour images, Full-screen filmclips, National anthems, and a unique **Inter-ACT™** feature which allows you to interact with certain subjects like: chess, piano, etc. A superb reference title for the whole family.

97% of registered users have rated the Encyclopedia 9/10 or higher.

"I worked on the title for almost two years, and it still impresses me" **Vince Pike, Epic**

"It has to be said that the graphics set new precedents in Amiga multimedia presentation" **Graeme Sandford, Amiga Format**

"Why is it you are the only company producing decent Amiga CD-ROMs" **G. Hamilton**

"If you're on the lookout for some interactive reference material then this fits the bill" **Tony Horgan, CU**

1997 AGA version features include:

- True 256 colour Multi-media Interface unlike anything seen on the Amiga™
- Produced in the UK unlike most encyclopedias
- Around 20,000 subjects covered from Aalborg to Zygote
- Holistic editor So you can create lists of subjects
- Hundreds of samples Music tracks and over 300 samples
- Thousands of pictures Over 3,000 colour/mono pictures included
- Dozens of film-clips/animations Over 200 subject related film-clips
- View many film-clips "full-screen" New Zoom option
- Now includes Music tracks National anthems and different music styles
- Import new subjects from the internet or from floppy disk
- Export data to printer or file and use it in your own projects
- Kids Explorapedia Eight kid's interactive play-about sections
- Enhanced speech facility Improved speech synthesis
- Subject creator Create your own subject data
- Network compatible Can be run through CD32 or CDTV

Upgrade your existing version to the 1997 version.

"Simply return your current CD-ROM version along with a cheque of just £11.99 plus P&P"

SCHATZTRUHE & GTI TITLES		CREATIVE AMIGA CD-ROMS	
Aminet set one	24.99	LightROM Gold	19.99
Aminet set two	24.99	3D Objects, (LWO & IOB)	9.99
Aminet set three	34.99	Octamed Sound Studio	29.99
Aminet 14 October	12.99	CD32 Network set 2	34.99
Aminet 15 November	12.99	Personal suite Reduced	19.99
Aminet 16	12.99	The Learning Curve	19.99
Amiga Repair Kit CD	49.99	DEM Rom	14.99
Amiga System Booster	19.99	Light ROM4	29.99
World Info	19.99	Octamed 6 CD Reduced	19.99
Turbo Calc v2.1 Spreadsheet	9.99	Xi Paint 4.0	49.99
Amiga Developers CD	14.99	1078 Weird Textures	19.99
Print Studio Pro	39.99	3000 jpeg Textures	19.99
Magic Publisher (4cd)	49.99	Into The NET (2cd)	19.99
Meeting at Pearls 4	9.99	Multimedia Backdrops	29.99
Mods Anthology (4cd)	29.99	Sounds Terrific 2 (2cd)	19.99

AVAILABLE FOR ALL AGA AMIGA's (with 4mb+ ram & Hard drive)

	EPIC ENCYCLOPEDIA	GROLIER	HUTCHINSON'S
PRODUCED IN	1996/1997	1993	1991
NO. OF PICTURES	3000+		1300
MADE IN THE	UK	USA	USA/UK
AGA INTERFACE	✓	✗	✗
UPGRADABLE	✓	✗	✗
NO. OF SAMPLES	100's		163
SEARCH MODES	NORMAL/DEEP	NORMAL	NORMAL
FILMCLIPS	✓	✗	✗
SUPPORTED	✓	✗	✗
MUSIC	✓	✗	✗
Inter-ACT	✓	✗	✗

*Requires an Amiga 1200 or 4000, a hard drive, a CD-ROM drive and 4mb+ of ram

AMIGA BACK FOR THE FUTURE

THE EPIC INTERACTIVE ENCYCLOPEDIA '97 £29.99

World Atlas (CD220) £19.99

This superb highly rated Amiga CD-ROM World Atlas features flexible quick access to individual countries via continental maps, county list, capital or general index. Concise, informative county histories. Each country is supported by a series of maps depicting regional position, major cities, etc.

GIF SENSATIONS (2CD) (CD197) £19.99

Contains around 10,000 colour images suitable for DTP.

NOTHING BUT GIFS (CD197) £19.99

Features thousands of very high quality images.

LIGHT-ROM 4 £29.99

The latest issue contains thousands and brand new objects for Lightwave™

LIGHT-ROM GOLD £19.99

Contains the best Lightwave™ 3D objects from LightROM issues 1, 2 and LightROM 3.

KARA FONTS CD £49.99

The Kara Collection™ is a professional and unique set of fonts, backdrops and tools for special effects in pictures, animations, titling and presentations.

DEM-ROM £14.99

This CD-ROM contains over 1000 digital elevation maps(DEMs). For use in VistaPro, Scenery Animator or World Construction Set.

Available Now!

A superb new VHS video featuring clips of all our CD-ROM titles.

Order a copy now

Just £2.50 inc P&P

AGA EXPERIENCE 2 (CD210) £9.99

AGA Experience 2 contains 100% original AGA material including pictures, AGA demos, AGA games, and AGA tools. Most information runs direct from the CD. *Normally £19.99

AMINET 16 (CD239) £12.99

Aminet 16 contains over 600mb of the very latest Amiga software, including games, demos, animations, music, tools, comms, patches, etc. Available for £12.99 or £10.99 when you take out a subscription.

DEVELOPERS CD v1.1 (CD228) £14.99

This CD was rated 95% in AF. It features all the tools and information, specifications etc. needed to produce and develop Amiga software. Includes the latest versions of the installer, CD pressing software, CDXL toolkit, etc.

Choose any of the following CD-ROMs FREE with every £25 you spend!

Spend £25 choose one free CD

Spend £50 choose two free CD's etc.

- SOUND-FX CD-ROM** Contains over 15,000 Sample files
- PRO FONTS & CLIPS** Contains over 2,000 fonts and Clipart pics.
- 17BIT PHASE 4** Features around 600 DMS Amiga disks
- MOVIE MAKER 4mb+** Learn the trade secrets of filmmaking
- ILLUSIONS 3D** Create Weird 3D images with ease
- ADULT MENSATION** Adult Only CD containing nude men?

POSTAGE COSTS

- Standard (UK) £1 per CD (Overseas) £2 per CD
- Next Day Delivery (UK) costs £10 for upto 10 CD's
- Same Day Delivery (UK) major towns/cities £20 A
- Cash on Delivery (UK) costs £17 for upto 10 CD's

Trade enquiries welcome. Telephone: 0181 8730310 or Fax: 0181 8730311 All products and prices are subject to change without notice. E&OE. *limited to UK residence only. 14.11.96

**BACKING THE
AMIGA
ALL THE WAY**
And that's a promise

EPIC CD-ROMS

The Best just got Better

http://www.globalnet.co.uk/epic/



Emulators Unlimited contains Software emulation tools for the Amiga. Spread over numerous platforms are emulators for: Apple, BBC, Commodore 64, Commodore VIC20, Amstrad CPC, Apple Mac, Gameboy, Atari ST, MSX, Apple200, Atan 800, Atan1040ste, Sinclair QL, Unix and more. Also features hundreds of games, tools etc for most of the emulators.



The FLASH-ROM is a "companion" Emulators CD that contains many new cartridge based machine emulators like: Kelecovision, Nintendo, Gameboy etc. Order code: (CD260) £19.99*. Order both Emulators & FlashROM for just £29.99* (CD283).

*Subject to price change without notice

EMULATORS UNLIMITED + £19.99



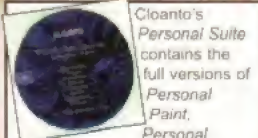
Print Studio PRO allows you to create and print a wide variety of business cards and labels. Also features: PicturCAT, Printer24 - A 24bit graphics print manager, 200mb of mono & colour clipart, and hundreds of quality fonts. Print Studio PRO provides a versatile colour correction system, resulting in perfect colour output on most printers. KS3 or higher required.

PRINT STUDIO PRO £39.99

AMIGA MOUSE & MAT

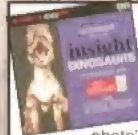


Only £12.95 + £1P&P



Cioanto's Personal Suite contains the full versions of Personal Paint, Personal SBase, Personal Write, Personal Fonts and over 500mb of useable Art, Texts & Fonts. Paint, Image Processing, Animation, 24bit Printing, Word Processing, Database and StereoGram Generator.

PERS. SUITE £19.99



Insight dinosaurs has been produced in association with The Natural History Museum in London, and features the work of world renowned dinosaur illustrators. It features hundreds of photo's, illustrations, video clips, narration and sound effects. It is the ultimate A-Z of dinosaurs. CD includes both ECS & AGA versions.

Rated over 90%

INSIGHT DINOSAURS £19.99

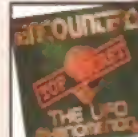
Call now for a FREE full colour 16 page CD-ROM catalogue! and a FREE copy of the new Amiga CD-NEWS fanzine!



World of Clipart is a double CD-ROM containing around 40,000 mono and colour clipart images contained in over 100 categories in IFF, GIF, PCX, CDR, EPS, TIF, & BMP. Tools for converting images to another formats are included. Subjects include: Animals, Anatomy, Babies, Men, Women, Trees, Reptiles, Insects, Xmas, Religious, Planes, Vehicles, Ships, Zodiac signs, Eye catchers, Humour, Cats, Dogs, Computers, Technology, Sealife, Space, Symbols, Dinosaurs, Plants, Nature, Ads, Tools, Astrology, Hands, Birds, Business, Office, Workers, Cartoon, Lion King, Education, Food, Gardening, Holidays, Houses & Buildings, Helicopters, Children, Banners, Medieval, Military, Monsters, Music, Sports, Transport, and more.

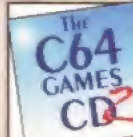
Rated 94%

WORLD OF CLIPART + £17.99



This CD contains information that NOBODY wants you to know about, and includes tons of megabytes of text documents and photographs relating to UFO sightings and abductions etc.

ENCOUNTERS (CD178) £14.99



This NEW CD rom contains around 15,000 all-time classic Commodore 64 games and sw emulator to run them on your Amiga... In stock now!

C64 GAMES CD v2 (CD251) £39.99



This new CD contains hundreds of megabytes of Blitz source-code, Blitz tutorials, game graphics, sound-fx, fonts, many Blitz WEB pages and game music tracks, all of which you can use freely in your own Blitz programs.

BLITZ ENHANCER (CD252) £17.99



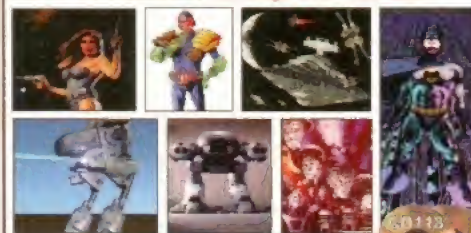
This CD contains almost 100 variations of the worlds most addictive and loved game. Nearly all the games are ready to run directly from CD, and archived versions are also included. Available Now!

NOTHING BUT TETRIS (CD148) £8.99



SCI-Fi Sensation is an exciting new CD-ROM containing over 1.3GIG of SCI-FI images, animations, 3D objects, Sound FX, Documents, Themetunes, Scripts & SCI-FI games. Subjects included are: Babylon5, Startrek (The original, TNG, Deep Space 9 and Voyager), Batman, Dr Who, Thunderbirds, Robocop, Sea Quest DSV, Bladerunner, Aliens, Terror hawks, 2001, Blake7, Battlestar Galactica, Tron, Total Recall, 2010, Space 1999 etc. Buy SCI-Fi Sensation from us and you will always receive the latest available version.

CU Amiga 91% AUI: 93%



SCI-FI SENSATION v2.2 £19.99

Choice for great value and service
The UK's most popular mail order company.

- 2 Separate order lines
UK Orders: 0500 131 486 Overseas: +44 1793 514 188
- 3 Ways to receive your order
Standard 1-2 days, Next Day or Same Day Delivery
- 4 Easy ways to order
Phone, Fax, E-mail, Post.
- 5 Ways to pay
Credit card, Cheque, Postal-order, Cash or C.O.D
- 6 Choices of free CD-ROMS
Pro Fonts & Clipart, SFX Sensation, etc. etc.



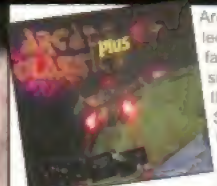
Retro gaming at it's best. Around 3000 all-time classic spectrum game files on one CD-ROM. Emulators included for any Amiga. Games include Manic Miner, Skool daze, Monty mole, Startrek, Thrust, Jet Set Willy, The Hobbit, Strip Poker, Danger Mouse, The Sentinel, Micro Olympics, Under Wurdle, Undium, Atic Atac, River raid, Barbarian, Hunchback and around 3000 other classic spectrum game files including multi-load games. Speccy '96 also contains hundreds of documents containing instructions for most games as well as hundreds of speccy game cheats.

Okay on any CD-ROM drive connected to an Amiga.



Rated: AF GOLD 95% - CU 91% - AUI 90% - AC over 90%

THE SPECCY CD '96 £17.99



Arcade Classics is an original collection of ALL your old arcade favourites, including Amiga versions of PACMAN, SPACE INVADERS, ASTEROIDS, MISSILE COMMAND, PENGU, FROGGER, LOAD RUNNER, GALAXIANS, DONKEY KONG, NUMEROUS TETRIS GAMES, BATTLEZONE, TEMPEST, COMBAT, TRON, SPACE WARZ, THRUST, Q-BERT, HUNCHBACK, MOON PATROL, TRAIL BLAZER, BREAKOUT, CENTREPEDE, CYCLES, BEZERK, SNAKE, SCRAMBLE, PING PONG, BREAKOUT, NUMEROUS C64 CONVERSIONS, A COLLECTION OF JEFF MINTER GAMES AND HUNDREDS MORE. Over 600mb of unforgettable retro-gaming.

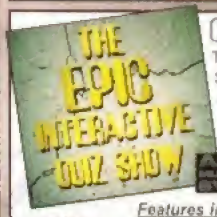
Now Includes easy to use Multimedia Amiga Interface

ARCADE CLASSICS Plus £19.99



Contains 1200 our most popular floppy based software titles on one giant 800mb CD-ROM. Now you can purchase the entire Epic collection in one go. Subjects include: Professional mono clipart, colour clipart, numerous 3D objects for Imagine & Lightwave, Colour, Bitmap, Compugraphic fonts & Adobe fonts, Graphics converters, Music tutorials, Beginners guide, 3D stereogram generators. Hundreds of Sound FX and samples, Virus Killers, Hard disk installer & tools. Various Hardware projects, Hundreds of games including Mind teasers, Puzzle, card, arcade and board games, books, and more.

THE EPIC COLLECTION v2 £19.99



COMING SOON

The Epic Interactive Quiz Show is an exciting new Amiga based CD-ROM quiz game for the whole family.

NEW!

Features include:

- *AGA hi-res graphics
- *Virtually every question is spoken
- *Up to 4 players/teams can play
- *20 different subject categories
- *Select from 10 different characters, or add your own characters.
- *Use keyboard or special controller
- *Over 3000 different questions
- *Includes "flash card" questions

OPTIONAL "INTERACTOR" CONTROLLER £24.99

THE EPIC INTERACTIVE QUIZ SHOW £24.99

REPLACEMENT WORKBENCH

RWB6-2 - WB1.2 (2disks)	£8.00
RWB9-3 - WB1.3 (3disks)	£9.00
RWB10-3 - WB2.04 (3disks)	£10.00
RWB19-5 - WB3.0 (5disks)	£19.00
HARD DRIVE SETUP	
SHST-2 - A600 HD Setup & Install	£7.00
AHD7-2 - A1200 HD Setup & Install	£7.00
CD-ROM DRIVERS	
ATP3-1 - Atapi IDE Drivers	£1.00
AAZ7-2 - Zappo/Arcos Drivers	£7.00
SSS12-2 - Squire SCSI Software	£0.00
PRINTER DRIVERS	
DRVS-1 - 100 Printer Drivers (Epson, Canon, HP, Star, etc)	£5.00

AMINET SUPER SUBSCRIPTION

TRANSFER YOUR AMINET SUBSCRIPTION FROM YOUR CURRENT SUPPLIER AND NOT ONLY WILL YOU GET EVERY FUTURE COPY OF AMINET FOR £10.99 BUT WHEN YOU JOIN OR SUPER SUBSCRIPTION WE'LL ALSO SEND YOU £20.00 WORTH OF AMIGA CD-ROM VOUCHERS FREE OF CHARGE.

CALL OUR SPECIAL AMINET SUBSCRIPTION HOTLINE ON **01793 432176** TO SUBSCRIBE!

UK FREE FONE **0800 131 486** Fax: 0 1793 514187

Send to: **EPIC 43 Akers Way, Swindon, Wilts, UK. SN2 2NF**
Open Monday-Saturday 9:30am - 8:00pmish Overseas Orders: +44 1793 514188

*If you live in Australia or New-Zealand you can purchase any of our CD-ROMs from our Sydney based office. Send your orders to: **EPIC, 36 Forest Road, Heathcote, NSW, 2233**
Tel: (02) 9 520 9606 Fax: (02) 9 520 6077 *For prices in Australian \$\$\$ simply double the UK £££ prices listed.



PRIORITY ORDER FORM

NAME _____
ADDRESS _____
MACHINE _____
PAYMENT METHOD _____
CREDIT CARD DETAILS _____
EXP DATE _____

PLEASE SUPPLY

ITEMS	Qty	£££
TOTAL GOODS VALUE		£
POSTAGE & PACKING		£
AMOUNT ENCLOSED		£

PD select

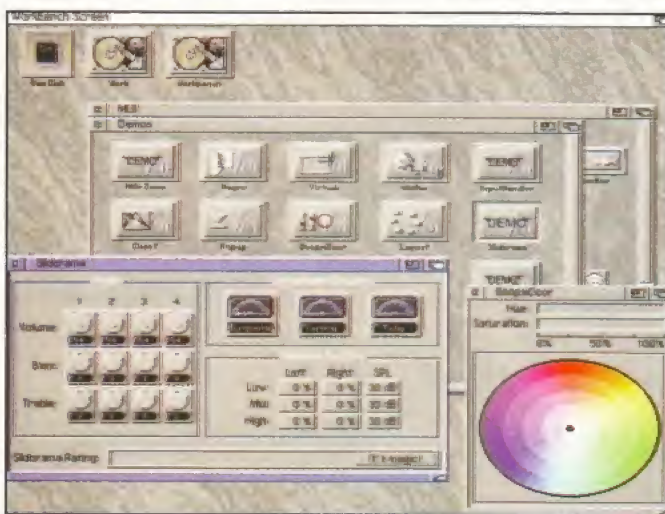
The latest version of MUI, an excellent art package for kids and a disk telling you everything that you ever wanted to know about colds and flu!

MUI 3.6

Utility

By.....Stefan Stuntz
WareShareware
PD Library.....Online PD
No of disks.....Two
Price75p per disk + 75p p&P

MUI 3.6: Easy-to-use and very flexible, MUI is becoming increasingly popular with Amiga users.



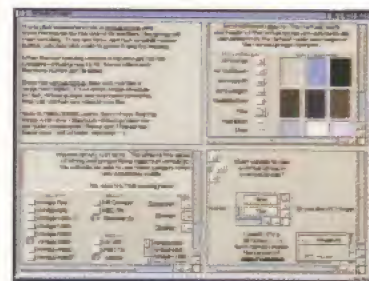
Loads of utilities these days require MUI and it's getting a cult-like following in the Amiga community due to its flexibility and ease of use.

If you haven't heard of MUI then you're probably wondering what it does. The author describes it as "an object oriented system to create and maintain graphical user interfaces". Basically that means it's a quick and easy way for programmers to add interfaces to their software.

So how does this benefit the user? Well, the interfaces are fully font sensitive and, once you register, you can configure practically any aspect of them, from the window backgrounds to how the buttons look. You could even create an interface that matches the looks of Windows 95 (if you really wanted to!).

There is an excellent editor allowing you to change the way the interface looks. This has more options than I can list here, but unless you register only the basic ones can be used. There are presets included for use with MagicWB and one for people who use a large screenmode.

There are various demo programs and scripts, and a comprehensive AmigaGuide document. Also included are snapshots of the program running, some material for programmers, ARexx scripts and even a selection of adverts for other SASG products (The Standardised Amiga Shareware Group).



MUI 3.6: Version 3.6 comes with example programs and an AmigaGuide, making your life even easier.

THE KNACK

Utility

By.....Stephan Bulling
WareShareware
PD Library.....Classic Amiga Software
No of disks.....One
Price.....£1

This little MUI application is one of the ever growing selection of life-saving archiver front ends. Usually they have drawbacks, such as lack of support for certain packers or some fall in their ease-of-use. But *The Knack* manages to cover all

that you would expect and more, and is possibly the most comprehensive package of its kind.

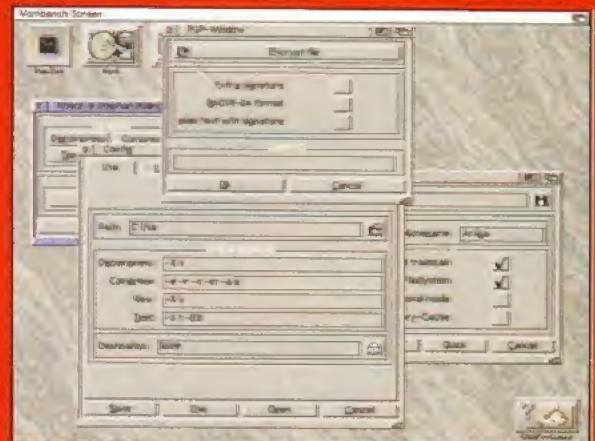
It supports the three main archivers: LHA, LZX and DMS, has a format utility, and even encryption options. The interface uses MUI so is clear, font sensitive and fast in use. It is made up of three main windows: The main button bank, format requester and configuration. You perform the archive functions in the main bank using ASL file requesters that appear if you want to unpack, pack, test or view an archive. The format requester contains all the usual buttons, such as FFS and International, and finally the configuration tells the program where to look for the archivers and which directories to use.

There are versions of each archiver included, so it is 'ready to go'.

Unfortunately I couldn't find English documentation on the disk, but this should be seen to once you register. This is an excellent package that deserves to earn the author registration fees and one I can recommend to all. Even hardened Shell users will be able to appreciate this.



The Knack supports the three main archivers - LHA, LZX and DMS...



...it also has a format utility and even encryption options. Very simple to use and set-up ready to go.

PD selection of the month

I can't recommend this more, it is an exceptional package that deserves to be on every Amiga.

ART EFFEX

Kids Art Package

ByAsa Margetts
 WareLicenceware
 PD LibraryArrow PD
 No of disksOne
 Price£3.99

This licenceware offering is an art package for kids. It has a bright, colourful and easy-to-use interface yet doesn't fall down on features.

The program is controlled through either the mouse or keyboard (or both), and operates in much the same way as any other bitmap drawing package. There is a large panel of buttons at the bottom of the screen allowing you to access many sub-menus. There are features like sound, stamps (Inbuilt brushes) and the disk menu. The stamps are of particular use to children who are unable to draw complete pictures, and they provide colourful cartoons to spruce up those masterpieces.

It's hard to fault this - it's exceptionally fast and even has online help as you move the pointer over the icons. It is quite simplistic, but then this is good in a children's package.

I recommend this to anyone who has kids who don't have a similar package. For £3.99 you can't go wrong and if you still aren't convinced then there is a demo version available for just 75p.

THE CLASSIC GUIDE TO AVOIDING COLDS & FLU

AmigaGuide

ByClassic Amiga Software
 WareFreeware
 PD Library.....Classic Amiga Software
 No of disksOne
 Price£1.00



ART EFFEX: It may be a bit simplistic but that is often a good thing in a package aimed for kids - even if your child is a budding Picasso.

Achooo! Winter is here again and with it the inevitable rush of colds and flu. If, like me, the damn things seem to attract to you like magnets then *The Classic Guide to avoiding Colds and Flu* may be of interest.

The disk contains an AmigaGuide document which attempts to clue you up on everything you wanted to know about the little bugs. There's a scientific exploration of colds and flu explaining why there is no cure but the most interesting and useful section concerns prevention. Learn how living a healthy life stops the fiend (is he implying I'm unhealthy then?). Treatment follows and then finally a section concerning possible future developments.

The most novel part of the guide for me was the button named "Suffer In Silence - The Greatest Healer". It takes you into the classic *Amoeba Invaders* game for getting rid of those sniffing blues. This package is pretty useless after you've read everything, but it is nice to see something original and not just another clone.

If you are suffering from a cold and need some help then this could make you feel better. Oh yeah - the game is wicked!

BIRTHDATE HISTORY V2.24

Utility

ByJohn L Devoy
 WareShareware
 PD Library.....Online PD
 No of disksOne
 Price.....75p + 75p p&sp

People have always been fascinated by birth dates, particularly in the field of astrology. But people with a hatred for Russell Grant need not fear as this is much more than a simple astrology predictor.

On loading you are presented with a requester asking for your name and date of birth. You can then choose to print the information or view it on screen.

The program then tells you what happened on your birthday, events, even what your star sign means. Discover what was making the



ART EFFEX: As you can see...



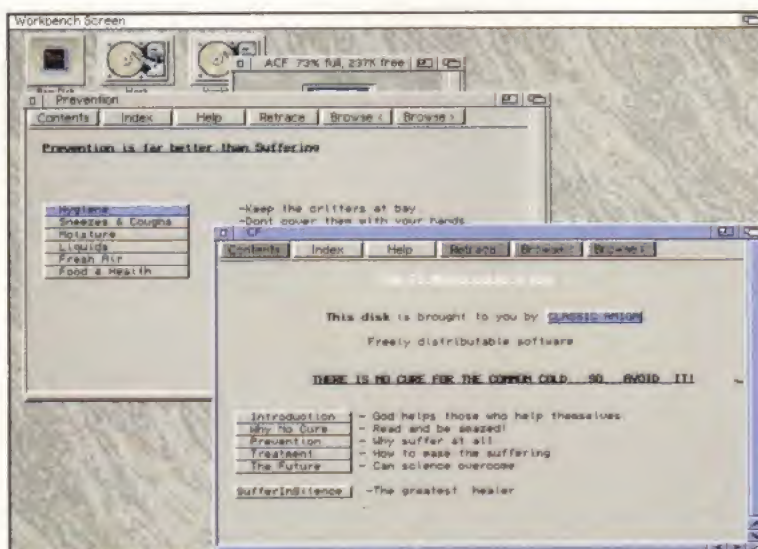
ART EFFEX: ...even complete idiots...



ART EFFEX: ...are capable of producing...



ART EFFEX: ...something using Art Effex.



COLDS AND FLU: Once you've read through all the sections, discovered about the history of colds and flu, how to cure it and what you can do to prevent it...



COLDS AND FLU: ...it's time to take your mind off the illness and get down to a serious game of space invaders.

Continued overleaf →

TOP 10 PUBLIC DOMAIN TITLES

Top 10 courtesy of:
CLASSIC AMIGA SOFTWARE

11 Deansgate • Radcliffe • Manchester
• 0161 723 1638

1 Super Monopoly

2 MUI 3.6

3 Casino

4 Virus Z Latest

5 Amiga Beginner

6 How to beat the
Fruit Machine

7 Little Office

8 Text Engine 4.1

9 XXX Calendar '97

10 The Knack

WHERE TO GET THE DISKS THIS MONTH

EDDIE BARRY
(BLUE ROSE GRAPHICS)

14 Tudor Brae, Donaghcloney,
Craigavon, • Co. Armagh,
BT66 7LF

ONLINE PD

1 The Cloisters • Halsall Lane
Formby • Liverpool.
L37 3PX • 01704 834335

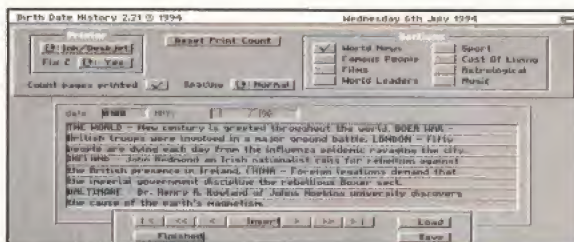
ARROW PD

PO Box 7 • Dover,
Kent • CT15 4AP

CLASSIC AMIGA SOFTWARE

11 Deansgate • Radcliffe
• 0161 723 1638

**Other good
PD libraries**



BIRTHDATE HISTORY: Find out what other great events took place on your birthday...

BIRTHDATE HISTORY: ...and then wait for the star sign prediction.

headlines round the world, famous people who share the same birthday, the FA Cup final result (in the year I was born Man United lost to Arsenal!), and the cost of living.

The star sign prediction follows. As always it's very broad and could apply to just about anyone. Also included with the program is an executable called BMaster.exe, an editor for the package allowing you to add your own information and extra news events or birthdates.

The package is Shareware, and can be used for 30 days before registration. Looking at the amount of data contained here a lot of work has been put into this. If you have a conscience – register.

MARRYAMPIC

By.....MaVaTi WareFreeware
PD Library..Classic Amiga Software
No of disks.....One
Price.....£1.00

Klondike AGA (a PD patience clone) has created a massive following for itself, mainly due to its stunning HAM colour graphics. But if you don't find that stimulating enough then maybe *Marryampic* will spark up your interest.

This is a variant on the all time classic card game Snap – we've all played it so I need not explain the rules. The biggest difference between this and playing with cards is that there are Animals under the cards, and in order to clear a pair you must select the two cards as the appropriate animal sound is played. Most of the sounds are clear and easy to recognise, but I found the lion sounded a bit like a pig. The graphics

are excellent, especially if you have AGA or a graphics board as it uses 256 colours. The game moves along quickly enough, and comes complete with cocky messages that appear at the bottom when you go wrong.

This is a simple, no thrills, fun product, especially good fun if played with a group of people. It might even improve your memory.

BLUE ROSE GRAPHICS

By.....Eddie Barry
WareLicence
PD LibraryAuthor (direct)
No of disks.....Three
Price.....£4.00

One of the major falling points of the *Colourfonts Collection* (reviewed in issue 91 and also by Blue Rose

Graphics) was that it only contained a limited number of fonts. This pack is a much more useful with plenty on offer.

The disk contains a selection of colour fonts, festive clipart

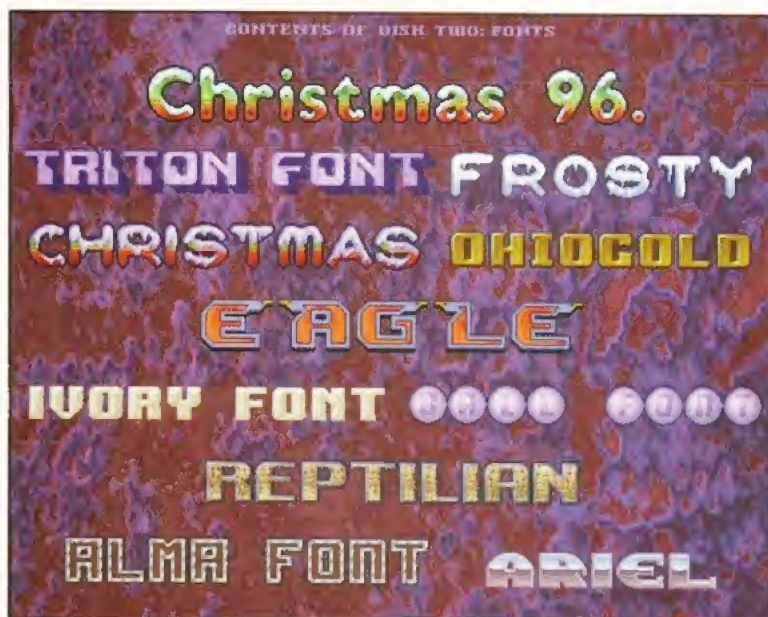
BLUE ROSE GRAPHICS:
Get all festive with this collection of Christmas clipart.

BLUE ROSE GRAPHICS:
Themed fonts make this collection very useful for titling.



and even a couple of music modules. There are three disks in the collection, the first is a demo disk, and the next two contain all the files. The preview is a slideshow of example pictures created using the images and fonts from the pack. There is an installer on each disk which uses the quick and painless Amiga Technologies Installer program. The images and fonts are of superb quality and are all extremely detailed. Experts and beginners alike can find a use in this package, especially during Christmas, so phone and place your order now!

This is a great little package, far superior to the previous fonts disk. If you use your computer for anything that requires clipart and fonts I'd certainly recommend you get this.



MARRYAMPIC: Wrong! Try again and marvel at the impressive 256-colour graphics.

ProGRAB... *Freezes Frames* ^{and Much More!}

The Cool way to Grab Images on your Amiga

CHECK OUT OUR NEW... ProTel™, Sound Samplers and PCMCIA Interface



The revolutionary S-VHS ProGrab™ 24RT Plus with Teletext is not only the best way to get crisp colour video images into your Amiga, from either live broadcasts or taped recordings, it also costs less than any of its rivals. This real time PAL/SECAM/NTSC* 24-Bit colour frame grabber/digitiser has slashed the price of image grabbing on the Amiga and, at the same time, has received rave reviews for its ease of use and excellent quality results. ProGrab™ has earned honours from just about every Amiga magazine and Video magazines too! And... with ProGrab™ you needn't be an expert in Amiga Video Technology, a simple 3 stage operation ensures the right results - Real Time, after time.

STAGE 1...

Select any video source with S-VHS or composite output. This could be your camcorder, TV with SCART output, satellite receiver, domestic VCR/player or standard TV signal passing through your VCR/player... the choice is yours.

STAGE 2...

With ProGrab's software, select an image you wish to capture using the on screen preview window and Grab (because the hardware grabs frames in real time, there's no need for a freeze frame facility on the source device). Once grabbed, simply download and view the full image on your Amiga screen. ProGrab also includes a Teletext viewing and capturing facility from TV or satellite sources.

STAGE 3...

Use the 'grabbed' image with your favourite word processor, DTP or graphics package.

ProGrab really does make it that simple!

ProGRAB™

SVHS 24RT Plus



Compatible with both VHS and S-VHS!

Grab images with your camcorder including S-VHS...

or, Take a signal from a TV with SCART output...

or, Use the signal from your satellite receiver.

or, Grab TV or video pictures from your VCR's video output including S-VHS.

ProGrab is just £129.95...

ProGrab 24RT Plus

- Supports all recent Amigas and is also fully AGA Chipset compatible. You can render images in any Workbench screen mode resolution including HAMB mode (Amiga RAM permitting).
- Saves and Loads images in IFF/ILBM, IFF/ALBM24, JPEG, BMP, PCX, and TARGA file formats. ProGrab saves animations as Anim5 files and animations with sound (requires PCMCIA interface and separate sound sampler) as Anim5 + 8SVX files. A range of image processing effects, palette computing routines (AGA only) and dithering methods are featured in ProGrab Version 2.6.x. Photogenics fully supports ProGrab with a custom Loader to enable grabs directly from within the program - saving YOU time!
- Software has built in mono and colour animation facilities. Number of frames dependant upon Amiga's RAM.
- Release 2.6.x software now includes...
 - ADDITIONAL TELETEXT FACILITIES - With either Terrestrial or Satellite TV signals.
 - LARGER PREVIEW WINDOW - Double Resolution and 4 times area of previous ProGrab software.
 - INTERNATIONAL SUPPORT - Now compatible with composite PAL, SECAM and NTSC Straight from the box!

ProGrab is supplied with just about everything you'll need +

- ProGrab™ 24RT Plus Digitiser
- Latest ProGrab Version 2.6.x Software
- Mains Power Supply Unit
- Parallel Port Connecting Cable
- User Manual
- Input sockets for Composite and SVHS.

+ A video source cable will be required to match your own equipment - Ask for details.

* Standard ProGrab hardware is PAL/SECAM/NTSC composite. Interface mode options are available with PAL and SECAM only. ProGrab™ suitability with Amiga with 400KB or later and a minimum of 1 SMD-free RAM.

WHAT THE MAGAZINES SAY...

Camcorder User commented "If you're looking for a high resolution 24 bit digitiser then, at this price, ProGrab 24RT represents great value for money"



ProGrab™ Voted as **The Best Video Hardware** product for the Amiga. This is especially pleasing because the award comes from the Amiga Shopper magazine's readers. Our Satisfied Customers!

ProGrab™ - Amiga Shopper **95% STAR Buy** and remarks like "Sharp, good and timely to the digital colours, we were mighty impressed" and "Highly recommended. Whether you are a Videographer or a Graphic Artist, look to the ProGrab 24RT Plus, it's a winner!"

ProGrab™ - Amiga Format **93% Gold Rating** and comments like "ProGrab 24RT Plus is quite simply the digitiser to get", "Incredible for its price - no other digitiser offers so much for its price". When reviewing VHS Amiga 24RT Plus, Amiga Format said "Take yourself £100 and buy the much superior Pro Grab"

CU Amiga said ProGrab™ is "Just the job for beginners and semi-professionals on a tight budget" and "very hard to beat. For the money, nothing can touch it!"

ProTel™ Terrestrial/Satellite Teletext Decoder

Stand alone unit for grabbing Teletext into high resolution ProGrab™ and has a built in laser (download only). Once the information has been downloaded, ProTel™ allows you to view pages instantly, no more waiting while your TV finds the correct page! Files can be exported as ASCII text for use in a WP or saved as IFF Graphics for use in your DTP presentations. You don't need a Teletext TV/Video for ProTel™ - the signal can be received through a standard VCR.

NEW...

ProTEL

£44.95

GH

GORDON HARWOOD COMPUTERS

Department AMF
Gordon Harwood Computers Limited.
New Street, Alfreton, Derbyshire DE55 7BP
FAX: 01773 831040
email: 100271.3557@compuserve.com

01773 836781

Mr/Mrs/Miss/Ms: Initial(s): Surname:

Address:

County (Country): Postcode:

Daytime Phone: Evening Phone:

ProGrab Plus™ @ £129.95	£	:
PCMCIA Interface @ £39.95	£	:
ProTel™ Teletext Decoder @ £44.95	£	:
Standard Stereo Sampler @ £19.95	£	:
Hi-Fi Stereo Sampler @ £24.95	£	:
Standard Delivery £7 (2/3 Working Days)	£	7.00
or an additional £3 for Next Working Day Delivery	£	:
TOTAL	£	:

Overseas Customers... Please call for prices, shipping etc.

Card holder's signature: _____

Card No

Expiry Date Valid From: (Switch/AMEX Only) Issue Number: (Switch Only)

I enclose a Cheque/Bank Draft/Postal Order for £ made payable to GORDON HARWOOD COMPUTERS LIMITED Please write your name and address on the reverse of any cheques or drafts.

PCMCIA INTERFACE for A1200 and A600 Only **£39.95**

- ProGrab's optional PCMCIA Interface includes the latest version software and extends performance for serious/professional users - offering the following benefits...
- Faster Downloading Times (up to FIVE times quicker)
 - Improved animation speeds of up-to 11fps (mono) and 3.5fps (colour)
 - Saving of animations direct to your Amiga's hard drive
 - Freeing of your Amiga Parallel Port for use by a printer or other parallel peripheral
 - Sound sampling and animation capabilities (separate sound sampler reqd, see below)

STEREO SOUND SAMPLERS

Two high quality 8-Bit sound samplers, specifically designed for use with our ProGrab 24RT™ digitisers are now available (PCMCIA interface required). The HiFi version features the same 30Mhz A/D converter used in the ProGrab™, meaning the maximum frequency is only limited by the Amiga's hardware. It also has a higher bandwidth (80KHz to 20KHz) than the standard version.

Standard Stereo Sampler **£19.95**
Hi-Fi Stereo Sampler **£24.95**



NEW... Sound Samplers

Visage

—Computers—

**Buy Now
Pay 1997**
Please call for
details

25 Bath Street,
Ilkeston, Derbyshire,
DE7 5AH

Tel: (0115) 9444500 Fax: (0115) 9444501

STORAGE

HARD DRIVES	A500 ALFAPOWER	IBM/HITACHI 2.5" IDE
WESTERN DIGITAL	635Mb £214.99 1GIG £239.99 1.2GIG £249.99 1.7GIG £284.99	60Mb £CALL 540Mb £139.99 170Mb £CALL 810Mb £179.99 350Mb £109.99 1GIG £239.99
Seagate	Externally cased hard drives for the A500/500+. Can be populated with up to 8Mb of RAM (72pin SIMMS).	Quantum
635Mb £129.99 850Mb £139.99 1GIG £184.99 1.2GIG £164.99 2GIG £249.99	WAIT! When you first receive your hard drive we think the last thing you want to do is to have to re-format it. All our drives are set up CORRECTLY . We can even configure the drive to your specifications.	635Mb £129.99 850Mb £139.99 1GIG £154.99 1.2GIG £164.99 1.7GIG £199.99 2.5GIG £279.99
ALL 3.5" IDE HARD DRIVES REQUIRE AN ADAPTOR CABLE WHEN FITTED INTO AN A600/A1200 (£15.00 WHEN PURCHASED WITH A DRIVE. £19.99 WHEN PURCHASED SEPARATELY)	• Drives are formatted & installed with WorkBench. • OVER 150Mb of top quality Public Domain software including: Compugraphic fonts & clipart, Imagine objects, top demos & music modules, essential utilities, games and lots more!!!	MEMORY
PRICE IF YOU HAVE FOUND A CHEAPER PRICE ELSEWHERE IN THE MAGAZINE CALL US AND WE WILL DO OUR BEST TO BEAT IT. WATCH		72pin 70NS 72pin 60NS
		4Mb £19.99 4Mb £19.99 8Mb £37.99 8Mb £37.99 16Mb £79.99 16Mb £79.99 32Mb £199.99 32Mb £199.99
		Please call for latest prices, as memory prices can change daily.
		A1200 RAM CARDS
		A1200 0Mb £49.99 A1200 4Mb £89.99 A1200 8Mb £87.99

APOLLO ACCELERATORS

APOLLO 1240/1260

The new Apollo 1240 features a fan cooled super-fast 68040 running at 25MHz (the 1260 uses the 68060 running at 50MHz), in-built FPU, battery-backed clock and 1 x 72pin SIMM socket. Making it one of the best value accelerator cards available.

1240/25 0Mb	£229.99	1260/50 0Mb	£479.99
1240/25 4Mb	£249.99	1260/50 4Mb	£499.99
1240/25 8Mb	£267.99	1260/50 8Mb	£517.99
1240/25 16Mb	£309.99	1260/50 16Mb	£559.99
1240/25 32Mb	£429.99	1260/50 32Mb	£679.99

APOLLO 1230LC

The 1230LC combines the best Price/Performance ratio for any Amiga 1200 accelerator. With a 68030/25MHz and 25MHz 68882 FPU, 1 x 72pin SIMM socket (4 or 8Mb). Real-time battery-backed clock.

1230 0Mb	£99.99	4040/40MHz	£349.99
1230 4Mb	£119.99	4060/50MHz	£599.99
1230 8Mb	£137.99		

APOLLO 4040

The Apollo A4000 Accelerator fits into the CPU slot of the A4000 (A3000/T). Comes in 40MHz 68040 & 50MHz 68060 versions, 4 x 72pin SIMM sockets (2 x 72pin SIMM for A3000 Desktop) & SCSI-2 controller.

Also available: APOLLO 1230/50MHz **£149.99**



Microvitec 1402 Multisync Monitor including cables and 25watt Stereo speakers
£289.99

New Epson Stylus Colour 500, prints 720 dpi on standard paper
ONLY £259.99

Visage Winter Specials

—Computers—

Apollo 1240/25

£229.99

New! Apollo 1230LC

25MHz 68030 inc MMU/68882 FPU
Amazingly low price **£99.99**

**SUPER LOW
SPECIAL OFFER PRICES**

1240-4MB **£249.99** 1240-8MB **£267.99**
1240-16MB **£309.99** 1240-32MB **£429.99**

420Mb 2.5" IDE Hard Drive **£114.99**
540Mb 2.5" IDE Hard Drive **£139.99**
INC CABLES, INSTRUCTIONS & SCREWS
Limited Stocks...hurry!!!

Surf the Net!

28,800 V34 FAX/MODEM
£109.99

33,600 V34+ FAX/MODEM
£119.99
INCLUDING CABLES
& SOFTWARE



MICROVITEC 14" 1402
MULTISYNC MONITOR
£269.99 INC CABLES
MICROVITEC 17" 1701
MULTISYNC MONITOR
£529.99 INC CABLES

CALL (0115) 9444500 OR (0115) 9444501 TO PLACE YOUR ORDER

**HOW TO
ORDER**

BY POST - Please make cheques and postal orders payable to **Visage Computers**. Please allow 5 working days for cheques to clear.

WE ACCEPT ALL MAJOR CREDIT CARDS INCLUDING SWITCH, VISA & DELTA

BY PHONE
Credit/Debit card orders taken from 9.30am - 5.30pm Monday to Saturday

**DELIVERY CHARGES
NEXT DAY - £6.95**

AF SERIOUSLY AMIGA



Ben Vost

Welcome to the best reviews section in the business. As usual, this month sees us picking apart the very latest hardware and software to find out what makes it tick. It's interesting to see that Shareware authors who form the backbone of the current Amiga industry are going all commercial with Graham and Andy Dean's *DrawStudio*, a follow-up to their enormous success with *ImageStudio*. The same criteria apply to Angela Schmidt and Patrick Ohly, authors of *MakeCD*, also reviewed this issue. Angela is probably best-known for her sterling work in compiling the *Meeting Pearls* CDs.

Of course there isn't just loads of Shareware. There's bunches of new hardware just waiting to be covered in our hallowed pages, we just don't have the room for all of it. In the coming months look out for the new SX-32 Pro module for CD³² owners from Eyeteck, Golden Image's superb eight-speed ATAPI CD-ROM drive and ACL's A1200xl accelerator card. On the software front we will have a mammoth CD round-up (we haven't done one for a while), *Personal Paint 7*, *Lightwave 5*, *TurboPrint 5* and more, more, more...

AMIGA FORMAT'S REVIEW POLICY

is very simple. *Amiga Format* is staffed by some of the most experienced Amiga users in the world and what we say goes. OK?

WHAT OUR REVIEW SCORES MEAN

- 90+% The crème de la crème. Only the very best, most versatile and effective products are awarded an *AF Gold* – the most highly prized rating there is.
- 80-89% These products are very good, but there are minor flaws or areas that could be improved upon.
- 70-79% Good products which may be worth buying, if you have a special interest in that area of computing.
- 60-69% Average products with somewhat limited features and appeal. Products in this category tend to be flawed.
- 50-59% Below average products which are unlikely to impress your mates or your wallet. Avoid.
- 40-49% Overwhelmingly poor quality products with major flaws.
- Less than 40% The absolute pits.



58

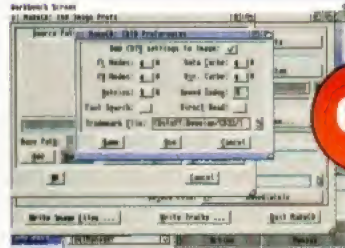
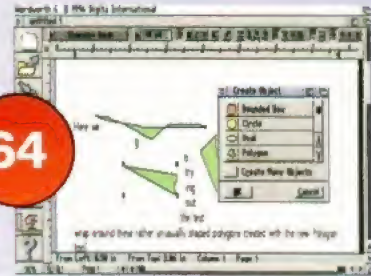
DRAWSTUDIO

The brand new structured drawing package. John Kennedy delves deep and comes up grinning.

WORDWORTH 6 OFFICE

The latest version of *Wordworth* heads up this new complete office solution from Digma.

64



66

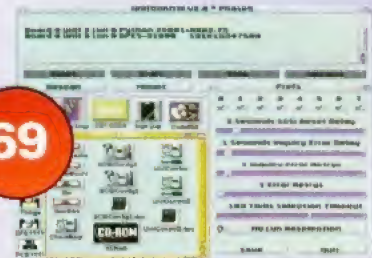
MAKECD

Our esteemed editor examines this German alternative to *MasterISO*. The gleam in his eye tells us he's already very impressed.

CYBERSCSI MARK 2

Simon Goodwin stands well back as his machine goes into read/write overdrive!

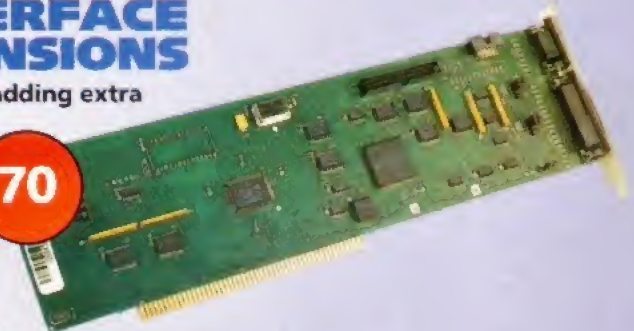
69



ZORRO INTERFACE EXPANSIONS

These two boards are perfect for adding extra serial and parallel ports, as Simon Goodwin discovers.

70



73

WORKBENCH

Graeme Sandiford doesn't get depressed by your problems – he views every letter as a challenge.



76

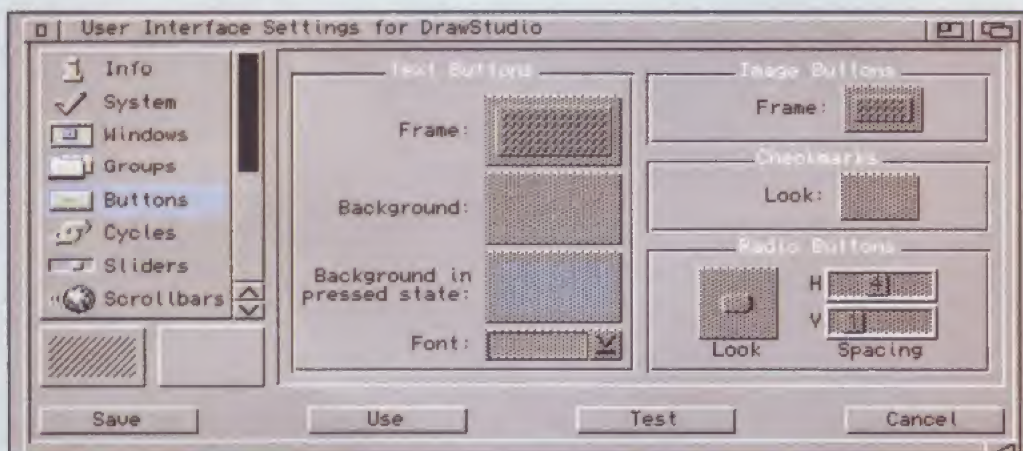
AMIGA.NET

In our monthly Internet extravaganza Darren Irvine looks at some of his very favourite haunts on the World Wide Web.



DrawStudio

Possibly the greatest structured art package the Amiga has ever seen, but what does John Kennedy think? Read on...



The very name "ProDraw" is still enough to send shivers down my spine. It may have been one of the first structured art programs on the Amiga, but it was also frighteningly unstable and never made the vital transition to Workbench 3 and AGA safely. I have a horrible feeling it may have put many users off the concept of a structured art program for life, so it's therefore well overdue that this void has at last been filled by *DrawStudio* – a new drawing program which is bang up to date and solid as the rock of Gibraltar.

The use of MUI may annoy some Amiga users – too bad, it makes *DrawStudio* easy to use. An up-to-date version of MUI is included in the *DrawStudio* package.

The programmers, Graham and Andy Dean, have the success of programs such as *ImageStudio* behind them, and so it's fair to say *DrawStudio* is going to be a polished piece of software. But exactly how good is their first foray into the world of structured art?



VIVE LA DIFFERENCE!

Using *DrawStudio* is very different from using a more traditional paint program

such as say, *Personal Paint* or *Photogenics*. In *DrawStudio* you can draw a line by selecting the line tool and clicking twice with the mouse, but that's only the start. After it has appeared on screen you can then decide to alter its colour. Or make it thicker or thinner. Or maybe add some arrowheads. Or maybe move it around, stretch it, and change the start and end locations. In fact there is never a time when you are totally finished with it: at any point you can click on the line to select it, and then change it some more. Each time you fiddle with it, the page is redrawn to reflect the changes.

You're not limited to lines of course: rectangles (with and without rounded edges), ellipses and any other outlined shape can be created with a few clicks of the mouse. You are then free to experiment with the various attributes each of these objects are given – for example, you may want the object outline to be a thin black line, and yet the interior to be a light blue colour. No problem, that's only one menu option away.

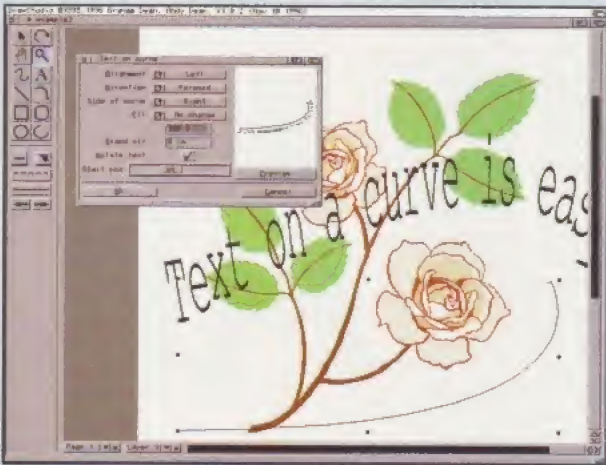
As well as filling the object with solid colours, you can fill it with a pattern or a smoothly graduated shade: a fade from black to blue to white for example. You can either pick a fill texture from a menu of predefined patterns, or create a new one by selecting Edit. You can now drag and drop colours to decide on your ideal shade and pattern. Fill can even be translucent, which means objects

Defining a backdrop is easy. Not only can you select the colours, but also the direction and method of graduation.



Bitmaps (such as IFF images) can be incorporated and used as objects. This makes creating diagrams very easy. Notice the nice green graduated backdrop.



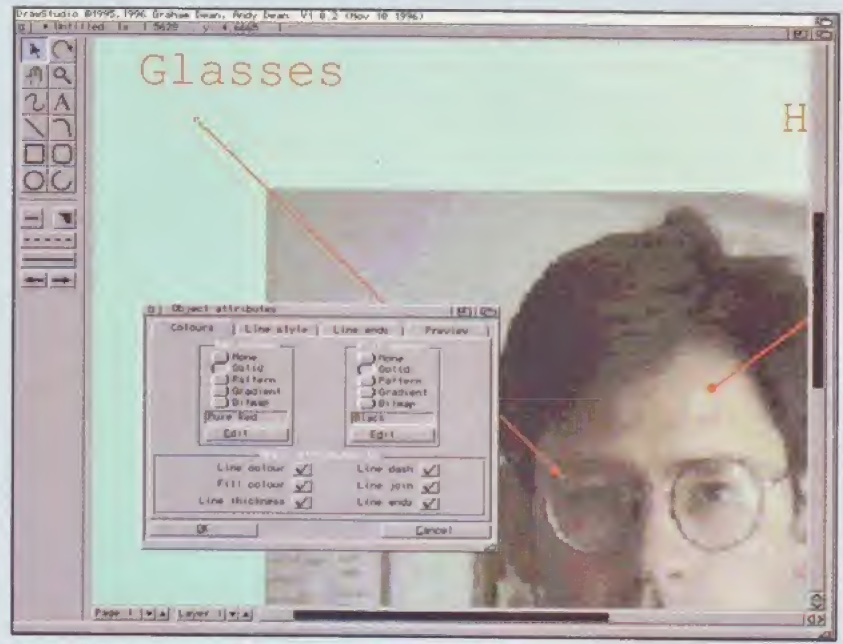


hidden behind show through. This is a great way to give a sense of depth to an object, by placing some objects behind a semi-opaque backdrop.

Soon of course your page will contain lots of objects, and it's a simple task to move them around the page, align them, bring them to the front or send them to the back. *DrawStudio* has also borrowed the concept of layers from *Photoshop*, which means you can have multiple pages overlaid on top of one another – perfect for keeping track of complicated images.

When positioning objects, the powerful "snap" feature soon becomes essential. Unlike a conventional paint program, you aren't limited to an imaginary grid for your objects to lock

Text can be made to follow a curve in numerous ways, which makes it easy to combine it with graphics.



You can clearly see in this zoomed in view that although the bitmap is starting to show pixelisation, the structured art (the lines and text) is still crisp and clear.

to. Although a grid is very useful for creating charts and graphs, you can also control the way in which objects snap to other objects. This allows a line to snap to a point on a curve for example, without any overlap. The cursor changes shape depending on whether you are snapping to a mid-way point, or an apex. Clever stuff.

Text is treated like any other object, which not only makes it very easy to place and manipulate, but also to change the colour. Like any other object, text can appear in any colour, or rendered with a texture or graduated fill. It's surprisingly easy to use *DrawStudio* to create exactly the text you want: whether that means selecting a typeface (*DrawStudio* reads Adobe Type 1 fonts), selecting a colour or warping the text to follow a curve or line in a particular way



EASY FOR BOTH OF YOU...

A lot of time has been spent making *DrawStudio* easy to use. The tool bar may look pretty tame but that's misleading. There are hundreds of options but instead of being bombard with them all at once, you only need to change what is relevant at the time.

Your Amiga will appreciate the control over the way in which the display is created. For top speed you can view a black and white representation, but you can also make use of 256-colour, 256-grayscale or 24-bit colour. Which mode you use is a matter of juggling your Amiga resources with what you need to see: if

Continued overleaf →

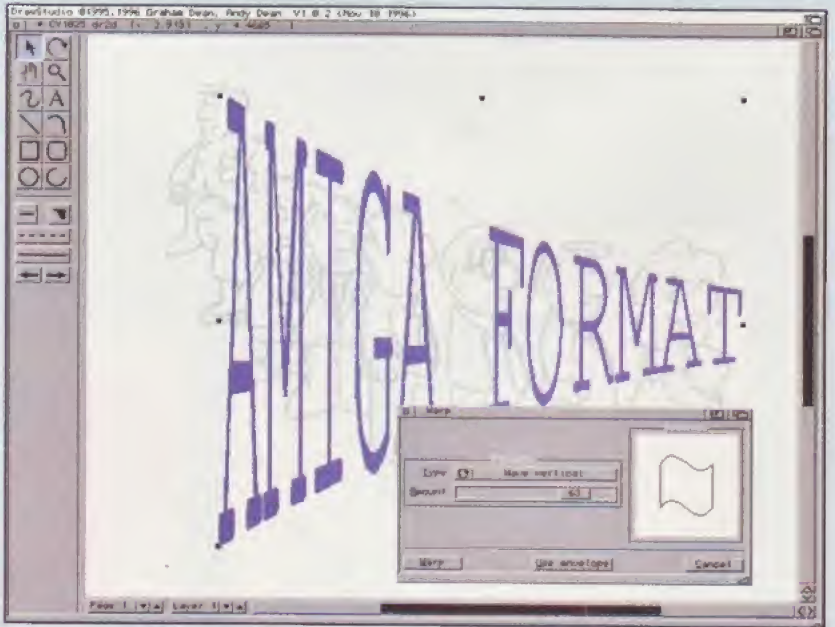
WHAT IS STRUCTURED ART?

Structured art programs are as different as you can get from the more traditional "bitmap" orientated paint programs, such as *Deluxe Paint* or *Art Effect*. These programs are great for daubing colour over the screen and using image processing tools on digitised or scanned photographs. *DrawStudio* is not designed to be used like this at all. Rather than dealing with pixels of colour, *DrawStudio* deals with "objects". Everything you draw is an object which can be manipulated.

Imagine trying to draw and label a diagram in a paint program. Lining up all the boxes and text is possible, but not particularly easy. With *DrawStudio* the individual elements are stored as descriptions rather than bitmaps: the arrow you draw is stored internally as a line from point A to point B. Once you've drawn it, you can still re-size and more it at any time.

Similarly, the text you enter isn't stored permanently at that location and can be changed on a whim. In many ways you can think of *DrawStudio* as a program with an infinite "undo" button.

Although a structured art program can lack the instant gee-whizz approach of a paint program, in many ways it can actually be more useful. If, like me, you lack the artistic ability to draw an object or scene in a paint program, a structured art program is a dream come true. You can spend as much time as you like creating the shapes, defining their colour and positioning them precisely. At any time you can go back and alter a shape, change its colour or re-scale the entire image with no loss in quality. For creating graphs or diagrams it cannot be beaten, and at it's still possible to save the final image as a bitmap – the best of both worlds.



Text (and other objects) can be warped in several ways. The image behind has been made lighter by covering it in a semi-opaque white rectangle.



you want to see the transparency effects you will need to select 256-grayscale or 24-bit colour. *DrawStudio* will work on most graphics cards too: certainly on my Picasso II / CyberGraphX system the screen display was relatively speedy and very colourful.

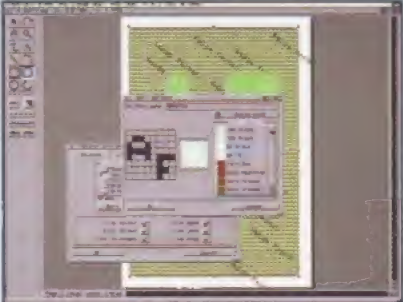
The quality of the rest of *DrawStudio*'s output depends almost solely on what you want to do with it. All objects are stored internally using 24-bits, so there are over 16 million colours to choose from. This keeps graduated fills smooth, for example. Remember also that objects are stored as descriptions, this means if you draw a line or a curve you get the smoothest possible output. If you have a good printer, the final output will be superb.

DrawStudio is very clever in the way it can convert either an entire page or an individual object from structured format into bitmapped format. (There isn't the option to convert a bitmap object into a structured object but this shortcoming is due to be included in an update.) This means you can take your carefully designed and lovingly filled text, save it to disk as an IFF file (using anti-alias to remove any jaggies) and then use it in a desktop video program or import it into your DTP package.

The extra features of *DrawStudio* mean that outputting drawings in structured format for inclusion into other programs is a bit of a non-starter at the moment. *DrawStudio*'s own

Multiple projects can be opened at once, making it easy to cut and paste objects between windows.

Structured art can be converted to bitmap format. Take this image of sphere for example, created with graduated fills. When converted...



It's possible to fill objects with user-defined textures as well as colours or tints.

format is therefore only of use to *DrawStudio*. However, being able to print directly from within *DrawStudio* and also create and save bitmaps at any resolution is a suitable workaround.

When it comes to file formats, you're totally spoilt for choice. As well as IFF, *DrawStudio* will save bitmapped graphics in BMP, GIF, JPEG, PCX or TIFF formats. As well as being an excellent drawing program, it will convert files for you. Structured art can be saved in PostScript format for professional quality printing and inclusion in other programs - even those running on other platforms.

It's also great to see an ARexx port present, which means it's possible to automate tasks: several example scripts are included which will create drop shadows and draw objects such as bursts, stars and pentagons.

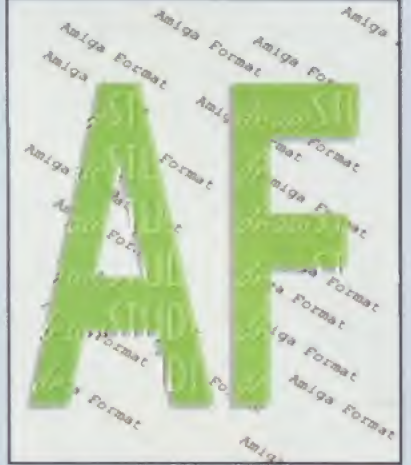


CONCLUSION

There may be those who complain that *DrawStudio* runs using MUI. Stuff 'em, I say. As far as I'm concerned it's irrelevant, and using MUI (a full version of which is included) results in a powerful and easy to use user-interface. Anyone who uses MUI as an excuse not to buy this software is simply stubborn to the point of stupidity.

Structured art programs should be considered a basic necessity for all DTP fans, but they also have plenty to offer any Amiga user with an interest in graphics. Everything from Web sites to desktop video work and presentations will benefit from *DrawStudio*'s graphical

..to bitmaps, they look like this. The colours are all stored in 24bits for a smooth finish.



DrawStudio is perfect for creating posters, tickets, stationary - you name it.

expertise. The authors are even talking about including an integral slide-show program in future versions, and there's no doubt that *DrawStudio* is capable of some very professional results.

This is another excellent productivity tool. It's powerful, well supported and an absolute bargain for the asking price. Trying to discover flaws isn't easy. Perhaps the Warp tools could have been applied to bitmaps as well as structured objects, and maybe there should be more control on saving final images in structured format for existing Amiga software. However, it's possible to work round these shortcomings, and they shouldn't be taken as serious omissions.

DrawStudio is another superb way to make sure your Amiga remains a useful computer. Team up with a bitmap graphics program and you'll have all the tools you need to create excellent illustrations, charts, technical drawings, web graphics and just about anything you can display or print.

Distributor: LH Publishing
01908 370 230
PRICE: £59.95
REQUIREMENTS: 68020, WB 2.04, 3Mb memory, hard drive.

- SPEED:** ●●●●○
- Reasonably nippy.**
- MANUAL:** ●●●●○
- Well written and produced, easy to read manual with plenty of examples.**
- ACCESSIBILITY:** ●●●●○
- A clean and clear user interface.**
- FEATURES:** ●●●●○
- Everything has been thought of.**
- VALUE:** ●●●●○
- Excellent price for a very professional product.**
- OVERALL VERDICT:**
- A very useful graphical tool - every Amiga owner should consider buying it.**

94%

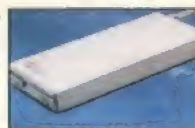
Amiga Mice

Replacement Mice	£6.95
MegaMouse 400	£9.95
MegaMouse Plus (3 Button)	£12.95
Optical Mouse	£29.95
Crystal TrackBall	£34.95
Pen Mouse	£12.95
(ideal for CAD)	
Auto Mouse/ Joystick Switch	£12.95



Floppy Drives

External Floppy Drive for all Amigas	£39.95
Internal Floppy Drive A500/500+	£35.00
Internal Floppy Drive A600/1200+	£35.00
A-Grade Double Density box of 50 disks including colourful labels	£13.00



IDE Hard Drives

HARD DRIVES + AT-BUS CONTROLLER FOR AMIGA 500(+)/A1500/A2000/A3000/A4000	
AT-Bus hard drive controller	£69.00
Alfapower hard drive controller	£99.00
Alfapower-540 540Mb hard drive	£199.00
Alfapower-850 850Mb hard drive	£219.00
Alfapower-1.0G 1.0Gig hard drive	£239.00
Alfapower-1.2G 1.2Gig hard drive	£259.00



Memory for Alfapower-Plus (new) marked Alfapower-Plus

2Mb SIMMS	£30.00
4Mb SIMMS	£30.00
8Mb SIMMS	£60.00
16Mb SIMMS	£90.00
Memory for Alfapower (old)	
Every 2Mb Zip-Rams	£89.95

IDE 2.5" Hard Drives

FOR AMIGA 600/1200	
IDE-60 60Mb hard drive	£55
IDE-120 120Mb hard drive	£79
IDE-250 250Mb hard drive	£99
IDE-340 340Mb hard drive	£120
IDE-540 540Mb hard drive	£150

IDE 3.5" Hard Drives

FOR AMIGA 1200/4000	
IDE-540 540Mb hard drive	£129
IDE-840 840Mb hard drive	£130
IDE-1.0G 1.0Gig hard drive	£175
IDE-1.3G 1.3Gig hard drive	£179
IDE-1.7G 1.7Gig hard drive	£195
IDE-2.1G 2.1Gig hard drive	£239

Miscellaneous Products

DD floppy disks (50) including multicoloured disk labels	£13.00
DD floppy disks (100) including multicoloured disk labels	£25.00
3.5" Hard Drive Kit for A600/1200 - Install software	£15.00
Colourful Mouse Mat	
Animal Jungle design and Dinosaur design	£5.00
Optical Mouse Mat	£5.00
2 in 1 Scanner/Mouse Pad	£9.95
Contoured Wrist Pad	£5.50
Plain Wristrest	£3.50
2Mb SIMMS	£30.00
4Mb SIMMS	£30.00

CD Cleaners - 1/2 price

CD Rom Cleaner	£3.00
Automatic CD Rom Cleaner (battery powered)	£10.00
Laser Lens Cleaner	£4.50

Complete CD Rom for all Amigas

Quad Speed CD Rom for A500	£129
(needs Allpower V6.8 or higher)	
Quad Speed CD Rom for A600/A1200	£149
(inc CD32 emulation)	
Quad Speed CD Rom for A1500/A2000/ A4000	£109

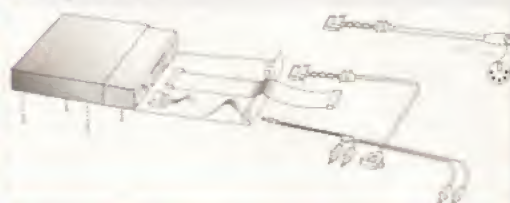


External IDE CD Rom Upgrade Kit

comprises of:

Metal case, screws, Power Connector (draws power from disk drive port) Power Connector (for optional external Power supply), IDE ribbon cable, Stereo Audio Cables (will require an interface).

Kit price £39



Ram Boards

A500 512K Ram Board w/o clock	£15.00
A500+ 1Mb Ram Board w/o clock	£20.00
A600 1Mb Ram Board w/o clock	£20.00
A600 1Mb Ram Board with clock	£30.00
A1200 1Mb Ram Board with clock	£35.00
(limited stock)	
A1200 4Mb Ram Board with clock	£65.00
A1200 8Mb Ram Board with clock	£90.00
FPU 33MHz	£33.00

Controllers

AlfaPower Hard Drive controller A500	£99
AT-Bus Hard Drive controller A2000	£69
Oktagon 2008 SCSI controller	£99
Multiface III	£79
PCMCIA Controller for CD Rom for A1200	£69

Spider

NEW MULTI I/O CARD

FOR AMIGA 1500/2000/4000

Active 8 port high speed serial card.
Multiboard Support 57600 Baud rate on all channels simultaneously.

£299

New AlfaQuatro

Specially made hardware and software. Allows 4 ATAPI devices, ie, 2 IDE hard disk & 2 IDE CD Rom to Amiga 4000 internal IDE controller, through Alfapower on Amiga 500/500+ and possibly Amiga 1200 comes, with full IDE Fix software

£59

Connexion New Ethernet Card

FOR AMIGA 1500/2000/4000

Features:

- 10Mbit Ethernetcard for A2000/3000/4000
- 16 Bit-Zorro-Bus Design - gives highest transfer rates while minimizing CPU load

£185

Speakers

Multi Media Speakers 25 watt (pmpo)	£29.35
Multi Media Speakers 100 watt (pmpo)	£39.95
Multi Media Speakers 240 watt (pmpo)	£49.95
Multi Media Speakers 300 watt (pmpo)*	£59.95

* 3D surround sound



92% AUI

STAR BUY

Viper Board A1230 33MHz with 16Mb Memory	£199
8 Speed CD Rom Drive for A1200/A600	£189
Migraph's Multipass OCR Software with manuals (limited stock)	£20
CD Cleaners at half Price	

Accelerator Boards

A1220 APOLLO Accelerator Board	£99.95
A1220 APOLLO Accelerator Board + 4Mb <i>New Low Price</i>	£110.00
A1230 VIPER Accelerator Board 33MHz	£119.95
A1230 VIPER Accelerator Board + 4Mb 33MHz	£169.95
A1230 VIPER Accelerator Board + 8Mb 33MHz	£180.00

All prices include VAT. Please add £3.50 P&P for items under £30.00, £5.00 for items over £30.00,

£8.00 P&P for Scanners, Speakers & Hard Drives, £10.00 courier for next day. Tax Free Export Orders Welcome.

Golden Image accepts Access, Visa, Cheques & Postal Orders. E&OE. Prices subject to change without notice. Goods subject to availability. Specifications subject to change without notice.



GoldenImage (UK) Ltd

Unit 65, Hallmark Trading Estate, Fourth Way, Wembley, Middx HA9 0LB

Sales Hotline No: 0181 900 9291 Fax: 0181 900 9281

http://www.reserve.co.uk/gold Talking Pages: 0800 600900



Brian Lara Cricket 96 - RRP £29.99 AF Reader Price £19.99

New features include the 'six-hit' button (spectacular!) and optional user-controlled fielding, whilst the gameplay has been made even more realistic. If you enjoyed our earlier Lara and Graham Gooch games, you've got to have this! Includes all 12 World Cup teams and all 18 county sides.

Super Tennis Champs - RRP £25.99 AF Reader Price £9.99

Terrific fun to play. Up to 4 can play simultaneously (3/4 players requires parallel port adapter), but even if you're on your own you can enjoy a game of singles or doubles. Play in an exhibition match, a league, a singles tournament - or go for the Grand Slam!

Super League Manager - RRP £29.99 AF Reader Price £12.99

Uniquely different, with an atmosphere all its own. Statistics are kept to a minimum - instead you're encouraged to think of your players as real personalities. When your team is selected as Match of the Day you actually get to play! Totally engrossing. Also available for CD32.

Odyssey - RRP £25.99 AF Reader Price £12.99

Superb arcade adventure in which you assume the form of different creatures to solve the puzzles and outwit your enemies. Great animation, superb morphing, months of gameplay!

To order by post, send a cheque to:
Audiogenic Software Ltd, Winchester House, Canning Road,
Wealdstone, Harrow, HA3 7SJ.
Ask for a complete list of our Amiga games.

We still support the Amiga

How to place your order...
To order over the phone
by credit card
(Visa/MasterCard) call
0181-424-2244



or fax **0181-861-1773**

Programmers - Amiga games Wanted!!!!

Arrow Pd

For two disk catalogue send three 1st class stamps or a cheque for 75p.
Choose either **FREE GAME** or CD catalogue.
Please state Workbench version.

ARROW PACKS

Christmas Fun Pack.....Any Amiga
A great game plus loads of Xmas-y goodies!
Net Tools.....AGA, HD Req, 2 Meg-
Tools to help you get surfin'
Adventurer's Pack.....Any Amiga
Grab your sword and get adventuring!
Shoot 'em Up Pack.....Any Amiga
Get that trigger finger moving!
Superutils 6-10.....WB2+
The Next Generation of this very popular series

All packs are 5 disks for only £3.99

PD TITLES

75P
PER DISK

7740: Arrow SuperGames V1	(1) Any
7742: Double Battle	(1) Any, 1 Meg-
7705: Battleduel	(1) AGA, HD Req
7748/9: Solo Trek II	(2) WB2+, 2 Meg-
7750: SpeedRacerFX	(1) WB2+
7747: SlipStream Demo	(1) AGA
2365: Temp. Misplacement	(1) Any
7723: Arrow AGA Utils I	(1) AGA
7770: ShapeShifter V3.6	(1) WB2+, 020
7730: Magic WB for WB1-3	(1) HD Req
7761: Font Machine 2 Demo	(1) AGA
7734: Virus Workshop 6.3	(1) WB2+, HD Req

(1) = number of disks
One FREE disk with every ten ordered

Arrow-Dynamic Software

Art Effect A brilliant new paint package designed for kids... but everyone will love it! (Any Amiga, 1 Meg-)

Full Program...£3.99
Demo Version...£0.75

Beasties The latest, brand new version of this excellent two player game in the style of Worms. This game is now exclusively available from us. (WB2+, 2 Meg-)

Full Version...£3.99
Demo Version...£0.75

We are always looking for quality software. If you are a programmer and would like a free Information Pack, please write to us

COLLECTABLE CARD GAMES

Magic: The Gathering Gift Box £14.99
Everything for two people to start playing
Mirage Starter Deck £6.08
Mirage Boosters £2.20
Alliances Boosters £1.90
The X-Files Starter Deck £6.99
The X-Files Boosters £2.25
Mythos: Standard Game Set £8.99
Everything for two people to start playing

For details and complete list see our Cat. disk.

**** Special Offer ****
1 display box of Mirage Boosters £60.00

P&P 70p on any sized order. Cheques made payable to Arrow Pd.
ARROW PD, PO BOX 7, DOVER, KENT CT15 4AP

24 Hour Ordering Hotline: **01304 832344**

E-Mail: pj@arrowpd.demon.co.uk
FREE Mouse-Mat with all orders over £12

BUS STOP PD

UTILITIES	GAMES	SLIDES	MUSIC	5TH DIMENSION LICENCEWARE
MAGIC DOPUS SPONDILIX MONITORS DISK 60 LETTERS BELLES PAINT STAKKER FILEMASTER 3 MIDIPLAY 500+ EMULATOR REMDATE TEXTMASTER AUTOSTEREO FINAL WRAPPER 3 BLACKBOARD LICENSING CLIPS (3) 1200 HD PREP AMOS ADUCE (4) DCA COPY MODEM UTILS LC GRAPH 71 UTILS MESSY SID 2 LOCKPICK 2 OCTAMED 2 MINIMORPH VIDEOTRACKER DISK MANAGER 4 UK CODES DISK MAG CREATE SUPERSLIDE D COPY 3.1 SPECTRUM V1.7 SPECTRUM GAMES (8) SUPERVIEWER 2.4 SID V2 S/TRACKER MODS (10) BITMAP FONTS (8) DMS PRO V2.2 CG FONTS (4) QUALITY CLIPS (5) OCTAMED MODS (5) KIRKS SAMPLES (3) HOUSE SAMPLES (3) ADOBE FONTS (4)	PUNTER COURSE FISHING (2) WRESTLING (2) CHECKER CHALLENGE CROAK 2 FRIDAY NIGHT POOL INNER DEMONS (4) BLACK DAWN 2 TOP HAT WILLY CATAPULTS QUIZ CHALLENGE BAT DOG BRIDGE MADONG SHOOT OUT PROJECT BUZZBAR DAY AT THE RACES CHEESE BUS STOP BLOX BLACK DAWN COBBLEERS DECENDER PENGO 2 SUPERMEGAFRUIT DARTS 100 GAMES (7) ROAD TO HELL MYSTERY 2144AD DELUXE MONOPOLY STARSTRIKE ANT WARS (2) CASHFRUIT ARTILLERUS SQUIGS SLAMBALL BILLY BURGLAR ALL POUNDER BINGO CALLER STRIKE DEFENDER BOP N PLOP BUNNY BLASTER WARRIOR EXTREME VIOLENCE	MANGA/JIN (3) MUSCLEMANIA AKIRA & X MEN REVELATIONS IRON MAIDEN (4) SUPERBIKES (2) LAUREL AND HARDY CALVIN HOBBS WATERSHIP DOWN GATS x 0 1mg WILD LIFE BELINDA CARLISLE CHER SHARON STONE CARTOON CAT WOMAN KIM WILDE THE PRISONER WWF & TENNIS FAST CARS ROCK ALBUM	DESTROY FASCISM BLACK TRIANGLE (2) SCOTT JOPLIN 4 3 1mg DANGEMIX STILETTO (2 MEG) WOO OLD BULLS NAMALM DEATH JARRE LIVE MAD PREACHER CYBERPUNK (2) LED ZEP LAWNMOWER DETH YAMMA YAMMA LSD STORY (3) 9 FINGERS (2) TOTALLY TECHNO SWEET CHILD DEBUSSY SADNESS PT.1 242 JUNGLE COMMAND ALTERN 8 RAGGA SYKO	PRICE PER TITLE £2.95 JUMP'EM ANITZ BLOX DISK SYSTEM CATALOGUER 3 LOTTERY SYSTEM SCM MAPPER CULT TV/BIZARRE JAMES BOND (3) RED DWARF QUIZ DR WHO (2) DR WHO QUIZ X FILES GUIDE STAR TREK GUIDE (8) STAR TREK PARODIES DARK PORTAL (2) PROJECT UFO (6) ALIENS MULTIMEDIA (9) THE PARS WINGSHU FISH TANK SIM BIRTHRIGHT HUMAN AURA (2) (WB2+) PARANORMAL (2)(WB2+) STRANGE (2) (WB2+) GAMBLING POOLS TOOLS RACE RATER DIVIDEND WINNER PRO GAMBLE BOOKIE BEATER PROTEUS PRO LOTTO PRO LOTTO CATALOGUE - 50P LISTING OUR VAST LIBRARY CLR LICENCEWARE ETC
GLAMOUR				ACCESSORIES
PLEASE STATE OVER 18 TINA SMALL MADONNA - SEX KATHY LLOYD MARIA WHITTAKER (3) STRIP SLOTTER LUTORIA (4) CLASSIC GIRLS (4) BEYOND FORCE (2) SEXY DREAMS SLAYER STARS (3) MAYFAIR (3) ERIKA ELENIAK (5) CELEBRITY SPECIALS (5) BO DEREK GIRLS ON FILM SHOWERING GIRLS BUST UP CALENDER GIRLS MADONNA EARLY				100 Cap Box £7.40 100 4 Colour Labels £2.50 Disk Drive Cleaner £3.29 6mm Mouse Mat £3.29 500+ 600 & 1200 Dustcovers £2.99
QUALITY BLANK DISKS				
P&P INCLUDED				
10 Cap Box £1.49				
1 - 50 50p each				
51 - 100 45p each				
101 - 200 40p each				
201 - 500 35p each				
500 - 1000 29p each				
1000+ 24p each				

We also have lots of good quality second hand games at very reasonable prices. At present we have lots of RPG, Adventure, War Simulations, Sport, Platformers and Shoot-em-ups, so if you want a game and you can't find it then we may have it, you never know.

All titles work on all Amigas, all titles are single disks unless otherwise stated in brackets

Tel: (01455) 554982
EMAIL: busstop.demon.co.uk
Between 9am & 5pm
Daily 9am - 5pm (Sat 10am - 4pm)
P&P 30p PER ORDER. NOT PER DISK
EUROPE 15p PER DISK
R.O.T.W. 30p PER DISK
EUROPE MINIMUM £1.00
R.O.T.W. MINIMUM £1.80

ALL DISKS 90p EACH
PLEASE MAKE CHEQUES & P.O.s PAYABLE TO BUS STOP PD. AND SEND IT WITH YOUR ORDER OR PHONE YOUR ORDER IN TO LISA OR CHERYL ON OUR CREDIT CARD HOTLINE OPPOSITE

BUS STOP P.D. (AF) 2 WYCLIFFE TERRACE, GILMORTON ROAD, LUTTERWORTH, LEICESTERSHIRE LE17 4DX



New Wordworth

Wordworth®, the World's most popular Amiga word processor, is now even better with the release of **Wordworth® 6**.

Just look at these new features—

- New drawing tools: polygon, regular polygon, bezier curve and freehand.
- More ARexx commands and macros.
- Password protection on documents.
- Watermarks.
- Improved RTF file support.
- Over 1000 pieces of clipart.
- 50 Compugraphic fonts.
- CDROM version.
- Plus many other minor improvements and refinements.

The Experts Applaud

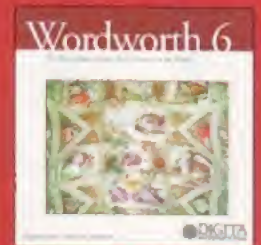
Since its launch in 1991, Wordworth® has grown to become the most successful and most popular word processor ever developed for the Amiga. After all, 250,000 users can't be wrong!



And with the launch of new Wordworth® 6, Digita™ has clearly demonstrated its continued commitment to the Amiga community.

An Offer You Can't Refuse

Wordworth® 6 is now available on CDROM* at an introductory price of just £39.99** (if you already own Wordworth®



or any other word processor, you can upgrade for just £19.99**).



Amazing Value!

Wordworth® 6 for £39.99 is pretty incredible value. Better still, for just £10 more you can also buy the complete Digita™ range...

Wordworth® 6 Office contains Wordworth® 6, Datastore™ 2, Money Matters™ 4 and Organiser 2, all on one convenient CDROM* (if you already own any of these Digita™ products, you can upgrade to Wordworth 6 Office for just £34.99**).



Don't Miss This Special Introductory Offer—

Call today!

To order, telephone 01 395 270 273, facsimile 01 395 268 893, email sales@digita.demon.co.uk or visit our web site URL www.digita.com.

*Floppy disk versions also available
**Plus £3 postage and packaging

DIGITA® Black Horse House Exmouth EX8 1JL ENGLAND
INTERNATIONAL Telephone 01 395 270 273 Facsimile 01 395 268 893 Email sales@digita.demon.co.uk URL www.digita.com

A MEMBER OF THE DIGITA GROUP
This advert is copyright ©1996 Digita International Limited and supersedes any previous issues. No part of this advert may be reproduced without written permission. Wordworth is registered, and Datastore, Digita, the Digita logo and Money Matters are trademarks of Digita Holdings Ltd. All other trademarks used in this advert are the properties of their respective companies. Adverts are for general guidance only. The Company reserves the right to change specification and machine requirements at any time. All specific requirements and expectations of the buyer must be agreed in writing by the company at the time of purchase. Whilst every care has been taken to ensure that the information provided in this advert is accurate, Digita or any associated companies cannot be held liable for any errors, omissions, or loss which may have occurred. E&OE.

Wordworth 6 Office

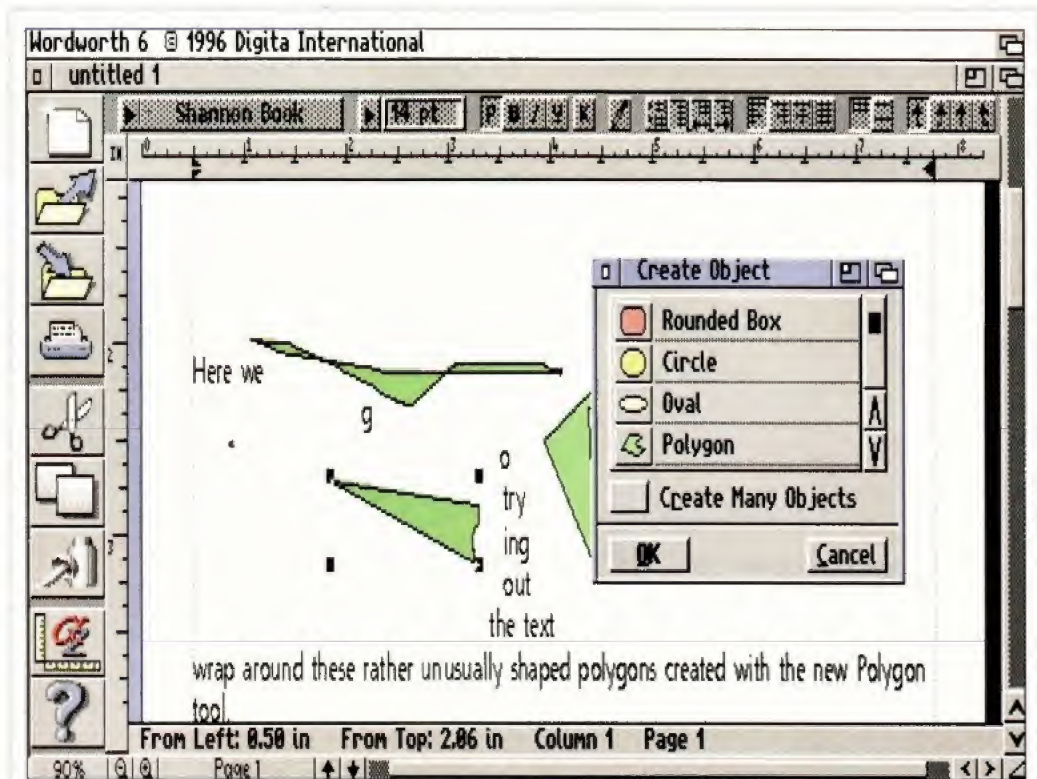
A complete office solution. David Taylor reviews the latest development from Digita which includes a new version of the almighty word pro – *Wordworth*.

Great minds think alike. Back in *AF88*, when I reviewed *Final Writer 5*, I suggested bundling a whole set of software together as a suite – something which has proven to be very popular on the PC. It appears that Digita have also decided this sounds like a good idea. For the first time, Digita have gathered together their stable of Amiga programs on one CD-ROM to give everyone a complete office solution. *Wordworth* has always been their biggest puller so wisely, they have headed the bundle with a new version.

The CD-ROM only contains 22Mbs but that includes both English and German versions of the software and over 6Mbs of clipart in varying colour depths and divided into appropriate sub-directories. The quality of the art differs and it's not an exhaustive selection but it's a decent resource if you don't have hundreds of clipart CDs.

FONSTASTIC

There's also nearly 50 fonts. Like the clipart, these aren't installed automatically when you install *Wordworth 6* so you need to copy them manually onto your drive and then use the Install Fonts option to add them into the list available within the program. Digita should perhaps have checked the fonts more thoroughly before putting them on. Taking a look at the binary, there is a mildly sexist joke built in. You'll have the feminist's



The new polygon tool lets you draw shapes of any type – however irregular. You can also have text wrap, although still only on one side.

on your backs for that, lads (and lasses). And clipart called Bimbo probably won't help your defence either!

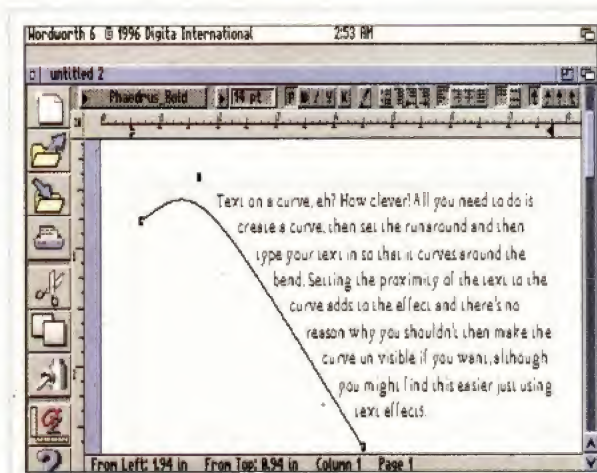
SMALL CHANGE

As far as the new version of *Wordworth* goes, few changes have been made to the actual program. In all honesty, there are little more than tweaks and that hardly justifies a whole new version label. The biggest change is the addition of the fonts and clipart. Still, one definite improvement is the inclusion of what Digita call the Watermark. This allows you to make use pictures as backdrops with text typed over the top. Unfortunately it doesn't seem to actually "knock back" the picture, only making it a backdrop, so you may need

to make it faded within an image manipulator before using it.

There are also a few new drawing tools. The polygon tool lets you draw any type of object that you want with as many sides as you like. You can adjust the thickness of the lines and colour as well as the fill colour. On polygons with diagonal lines (such as the scrawl in the picture we've printed) the fill seems unsure of how to fill correctly and you end up with something that looks a bit like a child has coloured it in. Although you'll probably never want to create an object that looks like that, it can happen accidentally if your hand slips.

The points of the polygon are marked by pressing the Ctrl button, but you have to keep the left mouse button held down all the time while you're drawing. Releasing it will join the last point up with the first. Also you only have the option of a single colour fill. I



The bezier curve is created in an unusual, but effective way, using a triangle. It can then be edited in a more normal manner.

still hanker for the ability to draw an object and fill it with a bitmap. This could then be moved around inside to the right position. That would be a really useful and powerful feature.

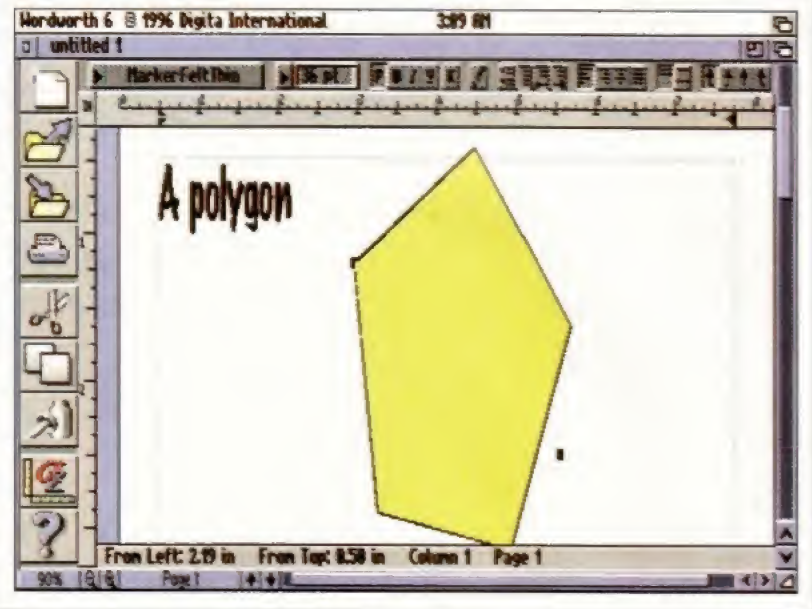
Close to the polygon is the new freehand drawing tool. This helps you to make parts of your document more stylish. You could use it to ring a word to make it stand out for example. Freehand drawing still creates an object which appears on the page, rather than becoming part of anything, so you can pick it up and re-size it later.

WORDS ON A CURVE

There's also a bezier curve tool, which allows you to draw a smooth curve by defining the triangle that contains it. This feature allows you to create text on a curve in a similar, although by no means identical way, to *DrawStudio*.

Of course, *Wordworth* has text effects, so there are already plenty of ways to create spirals and the like, but this is fast and quite useful. It would have been even better if you could create a bezier curve with more than three points. You would then be able to create an "S" shaped curve – something

The regular polygon doesn't look quite right. Are those sides supposed to be the same length?



you have to do using two curves at the moment.

Lastly in the new drawing tools section is the regular polygon. This lets you draw a polygon with a number of regular sides (like a 50p piece). By default the number of sides is 5, but you can change this to anything between 3 and 20. Again, another useful tweak.

RICH TEXT

The support for RTF format has been improved so that it now includes the following: text, font name, size and style, justification, line spacing, paragraph indents, tab marker positions and paragraph space before/after. You can also set which font the text will be mapped to when opened on a machine without the font used. RTF is a sort of expansion of ASCII, the format everyone uses so that text files can be read on any computer. RTF takes this one step as an accepted format that supports the above features, where ASCII would lose all file information, including fonts and anything but carriage returns.

There are more AReXX commands included to cover the new features, and a password protection facility allows you to ensure your documents are secure from prying eyes. If you have sensitive documents, like your CV for instance, you can make sure it doesn't get tampered with.

All in all, *Wordworth 6* can hardly be considered a major upgrade. The tweaks are very nice, but there are some serious tools still missing. Improved HTML support (more than *Final Writer* managed) would have been very useful.

In conclusion, few users with *Wordworth 5* will want to upgrade just for these small additions – unless they also want the additional software. This is more an exercise in bundling than a new release but that doesn't stop it being a fantastic program.

New AReXX commands have been introduced and a full list is available in the documentation.



The suite of software that makes up *Wordworth 6 Office* includes the award winning *Organiser 2*, as well as *Datastore 2* and *Money Matters 4*.



What a Bundle!

Bundled with *Wordworth 6* come three other products to complete the Office suite.

Organiser 2

The excellent personal organiser complete with 96 Diary themes – they really should be 97 by now!

Datastore 2

The database program.

Money Matters 4

Offers financial management and control.

A good group of products and certainly the way to add value to the CD-ROM.

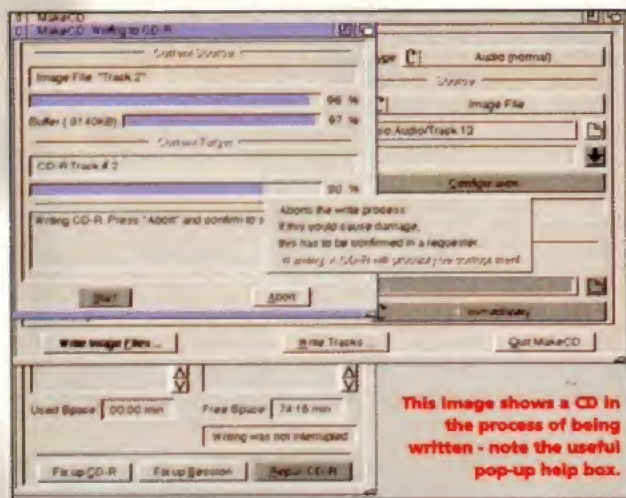
Distributor: Digita 01395 270273

PRICE: £49.99 or £34.99 if you upgrade
REQUIREMENTS: WB2, CD-ROM drive, fast processor recommended (030+)

SPEED: ●●●●○
You really need an 020 and even more to make the most of *Wordworth*.
MANUAL: ●●●●○
Online help is what you get buddy.
ACCESSIBILITY: ●●●●○
As easy to use as ever. If you do get stuck the online help is very fast.
FEATURES: ●●●●○
Everything you need.
VALUE: ●●●●○
Exceptional value for money.
OVERALL VERDICT:
Not money for old rope, but a mixture of cash-in and tweaks.

95%

MakeCD



As CDs and CD writers become an increasingly large sector of the Amiga market, Nick Veitch checks out some new CD authoring software.

can read source data either from a filesystem device (such as a hard drive) or direct from a CD (although for audio functions, the source CD drive must support CDDA). A preferences menu will virtually set up the hardware configuration for you, and then you're all set to start cutting.

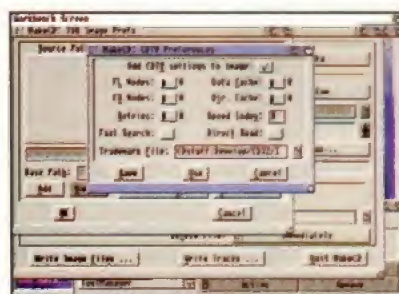
As well as standard ISO9660 CDs, *MakeCD* supports various other functions. You can automatically rename all ".info" files to be lower case (which solves conflicts under WB1.3), opt for standard "PC" filenames, and a variety of Rock Ridge options. There are plenty of different image formats to choose from too, but most people will only be concerned with the "Amiga ISO9660" option. There are a set of preset options, corresponding to various *Meeting Pearls* CDs, but although you can save your preferences as defaults, there is no way of adding your own selection of presets to the menu.

MakeCD also supports multi-session CD writing – this means that you can record on part of a CD, then write other tracks to it at a later date (this is how PhotoCD discs work). It is also possible to delay "fixing up" the disc until later, something not possible with the likes of *MasterISO*, and something which could be useful if you are dealing with a tight amount of disc space.

Although there is no manual as such with this version of the software, the on-line help (in the form of bubble help) and the text file on disk will give most CD-literate users the information they need. People new to CD-ROMs and CD writers may need to look elsewhere first though.

MASTER STROKE

Another stunning innovation included



MakeCD allows a huge range of options to be set, including CD³² support.

TRY IT YOURSELF

The shareware version of *MakeCD* is included on this month's CD ROM, so you can try out the features mentioned here for yourself.



in *MakeCD* is the ability to create CDs asynchronously. This means that the actual CD is cut at the same time as the ISO image is generated. Although this feature is still really in the "experimental" stage (you will have to test it on your specific equipment first, as it is more demanding on your SCSI interface, buffer memory and drives) it does mean you have the potential to master CDs without having a huge amount of free disk space for the intermediate ISO image file.

On the whole this software pushes forward the boundaries of Amiga CD writing. The interface is flexible and simple, (although I do advise running in a largish screenmode, as there can be a lot of windows to navigate between) the software appears to be very stable and it does its job very well.

Distributor: Angela Schmidt/Patrick Ohly, Klosterweg 28/501, 76131 Karlsruhe, Germany.
email: Angela.Schmidt@stud.uni-karlsruhe.de
PRICE: licenses from DM30

SPEED: ●●●●○
Seems to be on a par with other software of this type.

MANUAL: ●●●○
Non-experts may get lost.

ACCESSIBILITY: ●●●○
Quite a few windows – it may not be clear what's going on in all of them.

FEATURES: ●●●●○
What hasn't it got?

VALUE: ●●●●○
Low personal licence fee is excellent.

OVERALL VERDICT:
Certainly the best CD-ROM software for the Amiga at the moment.

86%

Until now, the UK market hasn't had much by way of CD-ROM writing software. Apart from *MasterISO* (AF85), the only tools available have been the ones from the *Commodore Developers Kit*, which although functional, don't support many modern CD writers, and are a little, er, eccentric.

Fortunately, we are about to be saved. A number of German teams are producing more up to date and easier to use software, an example of which we recently picked up at the Cologne show. *MakeCD* has been written by Patrick Ohly and Angela Schmidt (known for the *Meeting Pearls* CDs).

BASICS

There are basically two parts to making a CD. Firstly, you have to build an image of the CD – a big file containing all the data you wish to write on the CD, stored together in blocks just as it should appear on the final disc. Secondly, this file needs to be written (with the aid of a CD writer) to a recordable disc.

The actual ISO image is an almost exact image of the final CD, block by block. It includes all the file format information, directory paths and so on. Since Amiga CDs are fairly specialised, it is important to be able to fiddle around with these parameters.

ROCKY ROAD

One way of including extra support is to have a Rock Ridge extension. This is an adjunct to the ISO standard which was developed primarily for Macintosh use. However, the Amiga can hijack this facility, as most modern filing systems for the Amiga (sadly not including the Commodore one) can support this feature. Thanks to the *MakeCD* software, this feature can be used to include all the standard Amiga protection bits (instead of just RWED supported by ISO9660), so you can set archive, pure, script and hidden bits. Although it is a requirement that the users CD-file system must specifically support this feature, it is something which will be appearing in the next version of *AsimCDFs*, and we assume in later versions of *AmiCDFs* as well.

IN OPERATION

Of course, one of the most important things is how the software performs. Is it easy to use? Are the features useful? Does it actually work? I'm happy to say that the answers to these questions are the same single word – Yes!

MakeCD uses a series of well designed windows (which open on the Public Screen) to perform its various tasks. You

FREE **OPUS 4.12** WORTH £50
MAGNUM A1200 Expansion Cards
FREE SOCCER MOUSE WORTH £19.99 WHILE STOCKS LAST

OVER 35 MIPS OF SPEED WITH A 68060!

'060 POWER **NEW**

MAGNUM RAM8 CARD

SPEED INCREASE OF 2.3 TIMES - 2.88MIPS
 • AVAILABLE WITH 0, 2, 4 OR 8MB OF 32-BIT RAM INSTALLED • USES STANDARD 72-PIN SIMMS • OPTIONAL PLCC TYPE FPU (FLOATING POINT UNIT) • BATTERY BACKED CLOCK/CALENDAR • FINGER CUTOUT TO HELP INSTALLATION • TRAPDOOR FITTING - DOESN'T VOID WARRANTY • 0-4MB - PCMCIA COMPATIBLE (FOR USE WITH OVERDRIVE, SQUIRREL ETC.) • ZERO WAITE STATE DESIGN.

MAGNUM 68030/68040 & 68060 CARDS

SPEED INCREASE OF UP TO 27 TIMES • 68030/40 OR 60 PROCESSOR RUNNING AT 25/40 OR 50MHZ (NEW PROCESSOR CHIP - NOT OVERCLOCKED) • MMU IN ALL PROCESSORS • UP TO 32MB OF RAM CAN BE ADDED • KICKSTART ReMapping • OPTIONAL SCSI-II INTERFACE • CAN ACCOMMODATE A 72-PIN INDUSTRY STANDARD SIMM • 68040/60 HAVE BUILT-IN FPU, 68030 CARD HAS OPTIONAL PLCC/PGA TYPE FPU (FLOATING POINT UNIT) • BATTERY BACKED CLOCK/CALENDAR • TRAPDOOR FITTING - DOESN'T VOID WARRANTY • PCMCIA COMPATIBLE SO YOU CAN STILL USE PRODUCTS SUCH AS OVERDRIVE HD OR CD/ZAPPO CD-ROM OR SQUIRREL • ZERO WAITE STATE DESIGN.

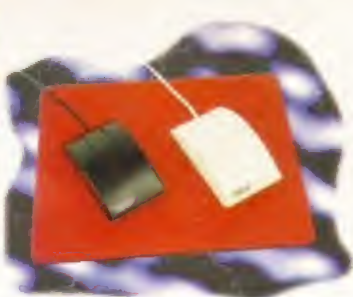
LOWEST EVER PRICES

	0MB	4MB	8MB	16MB	32MB
RAM8	£49.99	£89.99	£119.99	N/A	N/A
RAM8 & 33MHz FPU	£79.99	£119.99	£149.99	N/A	N/A
68030/25MHz & FPU	£99.99	£139.99	£169.99	£209.99	£279.99
68030/40MHz	£129.99	£169.99	£199.99	£239.99	£309.99
68030/40MHz & FPU	£149.99	£189.99	£219.99	£259.99	£329.99
68030/50MHz	£169.99	£209.99	£239.99	£279.99	£349.99
68040/25MHz	£249.99	£289.99	£319.99	£359.99	£429.99
68040/40MHz	£329.99	£369.99	£399.99	£439.99	£509.99
68060/50MHz	£499.99	£539.99	£569.99	£609.99	£679.99

SCSI-II Interface for the Magnum 68030/68040 & 68060 Cards - Warranty safe installation, supplied with software - **£79.99**

560 DPI 3 BUTTON MICE & MATS
 for all Amigas & Atari STs

NEW FREE AMIGA DRIVER DISK



AWARD WINNING 560DPI RESOLUTION • 90% RATING IN CU AMIGA • MICRO SWITCHED BUTTONS • AMIGA/ATARI ST SWITCHABLE • ALL 3 BUTTONS CAN BE USED WITH MANY PROGRAMS SUCH AS DIRECTORY OPUS 5

BEIGE **£12.99** BLACK **£14.99**
 MAT **£2.99** OR **£1** WITH A MOUSE

OPUS 5 VERSION 5.5 NOW SHIPPING

THE BEST JUST GOT BETTER! AFTER 12 MONTHS OF FURTHER DEVELOPMENT OPUS 5.5 IS NOW READY AND SHIPPING. STUNNING NEW FEATURES INCLUDE:-
 • ICON ACTION MODE • WORKBENCH REPLACEMENT MODE DRAMATICALLY ENHANCED • OPUSFTP CAPABILITY TO ACCESS INTERNET FTP SITES WITH A LISTER • BORDERLESS BUTTON BANKS • FILETYPE-SPECIFIC POP-UP MENUS • CYBERGRAPHICS RTG SUPPORTED • INDEPENDENT HOTKEYS • SCRIPT SYSTEM TO EXECUTE COMMANDS UPON EVENTS • MULTIPLE CUSTOM MENUS WITH SUB ITEMS • AUTOMATIC FILETYPE CREATOR TO CREATE AND TEST FILETYPES WITH EASE • A FONT VIEWER • LISTER'S FIELDS FOR TITLES, RE-SORTING BY FIELDS, PLUS A 'VERSION' FIELD • COLOUR RE-MAPPING OF BUTTON/ICON IMAGES WITH SUPPORT FOR 'MAGIC WORKBENCH' ETC. • SELECTIVELY HIDE UNWANTED DRIVE ICONS • CLIPBOARD SUPPORT FOR CUT, COPY AND PASTE IN GADGETS & LISTER'S • RESIZE, ICONIFY, AND SCROLL BUSY LISTER'S WHILE BUSY
 • ICON AND LISTER SNAPSHOTS ARE STORED SEPARATELY FROM WORKBENCH - SO YOU COULD SNAPSHOT YOUR CD-ROM ICONS!
 • LISTER'S CAN NOW DISPLAY A BACKGROUND PICTURE/PATTERN
 • INTERNAL OPUS CLI TO QUICKLY TEST COMMANDS & AREXX SCRIPTS • MANY NEW INTERNAL COMMANDS AND MANY NEW AREXX COMMANDS HAVE BEEN ADDED OR EXTENDED WITH NEW FEATURES. YOU CAN NOW EVEN ADD YOUR OWN INTERNAL COMMANDS!



Workbench 2+ & Hard Disk Required

£49.99

PRO SYSTEM Complete A1200 Hard Disk Kits

FREE OPUS 4.12 WORTH £50

YES, AT LONG LAST, A PROFESSIONAL WAY TO INSTALL A HIGH CAPACITY HARD DISK WITHOUT CARDBOARD & GLUE! OUR PACKS OFFER YOU OUR EXCLUSIVE AND COPYRIGHTED BRACK-IT 1200 FITTING SYSTEM & A CHOICE OF HIGH SPEED/LOW COST HARD DISKS.

3 YEAR WARRANTY

BRACK-IT 1200 FITTING SYSTEM

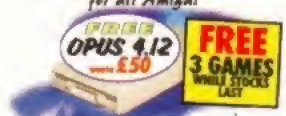
DESIGNED TO ACCOMMODATE THE NEWER DRIVES ON THE MARKET OFFERING HIGH CAPACITY & SPEED AT GREAT PRICES. OUR PACK INCLUDES ROBUST STEEL FITTING BRACKETS, ALL CABLES FOR POWER AND DATA, INSTRUCTIONS & 7 DISKS FULL OF HOT SOFTWARE SUCH AS DIRECTORY OPUS 4.12 (WORTH £50), MUI 3, MCP, GALAGA AGA, VIRUS CHECKER, MODS, REORG, ABACKUP AND MUCH MORE. ALL SOFTWARE CAN BE INSTALLED WITH OUR CUSTOM CLICK 'N' GO SYSTEM. ALL DRIVES ARE PRE-INSTALLED WITH THE SYSTEM SOFTWARE & ABOVE DISKS - UNLIKE OTHERS WE PROVIDE THE DISKS JUST IN CASE!

640MB £149.99
1.0GB £179.99
1.6GB £219.99
 INCLUDES BRACK-IT SYSTEM (WORTH £35) & UK DELIVERY

NEED THE DRIVE INSTALLED BY A PROFESSIONAL ENGINEER? OUR COLLECTION, FITTING AND DELIVERY SERVICE IS JUST £30 - CALL FOR MORE DETAILS

FREE UK DELIVERY

SATURN External 1mb Floppy Drive for all Amigas



COMPATIBLE WITH ALL AMIGAS
 • HIGH QUALITY SONY DRIVE • ROBUST METAL CASE • ANTI-CLICK AS STANDARD • ENABLE/DISABLE SWITCH • LOW POWER CONSUMPTION • THRU PORT FOR EXTRA DRIVES
£39.99
 OR **£59.99** WITH POWERCOPY PRO 3 - THE BEST BACKUP SYSTEM

TURBOPRINT 4J Printer Enhancement Software



IF YOU HAVE A PRINTER - YOU MUST GET TURBOPRINT 4.1. IT RADICALLY ENHANCES THE PRINTOUTS YOU NORMALLY GET BY REPLACING THE AMIGA PRINTER SYSTEM WITH THE FASTER AND VISIBLY BETTER TURBOPRINT SYSTEM. OPTIONS INCLUDE POSTER PRINTING, COLOUR CORRECTION, DITHERING, COLOUR BALANCING, ON-SCREEN PREVIEW AND MUCH MORE... MOST PRINTERS ARE SUPPORTED - CALL TO CHECK. AMIGA SHOPPER 90%.

£49.99

ENTERPRISE Desk Top Workstations for all Amigas



SINGLE WORKSTATION 507 x 95 x 315mm **£24.99**
DOUBLE WORKSTATION 507 x 155 x 315mm **£29.99**
WIDE WORKSTATION 665 x 95 x 315mm **£29.99**
 ALL SIZES ARE W X H X D
£5 OFF FOR A LIMITED PERIOD

GP FAX Fax Software Solution for all Amigas with a Modem

SEND FAXES TO AND FROM YOUR AMIGA. EVEN FAX DIRECTLY FROM YOUR APPLICATION. AMIGA FORMAT GOLD AMIGA COMPUTING 9/10 FAX COMPATIBLE MODEM REQUIRED
£44.99

REPAIRS by Qualified Technicians

• ALL AMIGA COMPUTERS COVERED
 • PRICES FROM AS LITTLE AS £29.99
 • MANY REPAIRS BY WIZARD REQUIRE NO PARTS
 • PRICES INCLUDE INSURED COURIER COLLECTION & DELIVERY, LABOUR, FULL DIAGNOSTICS, SERVICE, SOAK TEST & VAT.
 • FAST TURNAROUND
 • ALL TECHNICIANS ARE TRAINED & FULLY QUALIFIED
 • UPGRADES BOUGHT AT SAME TIME FITTED FREE!
 • 90 DAYS WARRANTY ON ALL REPAIRS
ALL FOR JUST £29.99 + PARTS

BSB Books & Videos

INSIDER GUIDE - A1200 £14.95
 INSIDER GUIDE - A1200 NEXT STEPS £14.95
 INSIDER GUIDE - ASSEMBLER £14.95
 INSIDER GUIDE - DISKS & DRIVES £14.95
 INSIDER GUIDE - WORKBENCH 3 A TO Z £14.95
 TOTAL! AMIGA - WORKBENCH 3 £19.99
 TOTAL! AMIGA - AMIGADOS £21.99
 TOTAL! AMIGA - AREXX **NEW** £21.99
 TOTAL! AMIGA - ASSEMBLER £24.99
 MASTERING AMIGA SCRIPTS £19.95
 MASTERING AMIGA BEGINNERS £19.95
 MASTERING AMIGA PRINTERS £19.95
 MASTERING AMIGADOS 3 - REFERENCE £21.95
 MASTERING PROGRAMMING SECRETS £21.95
 AMIGADOS PACK £34.99
 TOTAL! AMIGA - AMIGADOS & MASTERING AMIGADOS 3 - REFERENCE USUALLY £43.94 - SAVE NEARLY £9
 A1200 BEGINNER PACK £39.95
 2 BOOKS (INSIDER A1200 & NEXT STEPS), A 60 MINUTE VIDEO, 4 DISKS OF PD TO GO WITH THE BOOKS/VIDEOS
 A1200 WORKBENCH 3 BOOSTER PACK £39.95
 2 BOOKS (DISKS & DRIVES & WORKBENCH 3 A TO Z), A 90 MINUTE VIDEO, 1 DISK & REFERENCE CARD

QUARTERBACK DISK SUITE Quarterback 6.1 & Quarterback Tools Deluxe

THE CLASSIC QUARTERBACK 6.1 AND QUARTERBACK TOOLS DELUXE ARE BACK ON SALE. CONSIDERED BY MOST AS THE DISK BACKUP AND DISK RECOVERY PROGRAMS WE HAVE AVAILABLE, FOR A LIMITED PERIOD, THE TWO PACKAGES COMBINED AT AN UNBELIEVABLE PRICE (NORMALLY £79.99). DISK BACKUP AND DISK RECOVERY/OPTIMISATION ARE TWO KEY TASKS THAT JUST SHOULDN'T BE LEFT TO INFERIOR PD ALTERNATIVES. GET THE BEST
 GET THE **QUARTERBACK DISK SUITE** **£34.99**

EASYLEGERS 2 - THE ONLY FULL ACCOUNTS PACKAGE, LEDGER BASED ACCOUNTS SYSTEM, AMIGA FORMAT GOLD

CALL ABOUT TRAIL OFFER
 HARD DISK & 2MB RAM REQUIRED **£119.99**

33MHz FPU Kit - PLCC TYPE FPU & CRYSTAL - WILL FIT MOST CARDS - CALL TO CONFIRM.
£34.99

DISKS
 50 DISKS & COLOUR LABELS **£14.99**
 100 DISKS & COLOUR LABELS **£24.99**

OTHER PRODUCTS

A500 512x RAM EXPANSION **£17.99**
 A500PLUS 1MB RAM EXP. **£24.99**
 A600 1MB RAM EXPANSION **£24.99**
 ALL WITH A FREE OPUS 4 WORTH OVER £50
 4MB 72-PIN SIMM **£40**
 8MB 72-PIN SIMM **£70**
 16MB 72-PIN SIMM **£110**
 32MB 72-PIN SIMM **£180**
 ALL SIMMS ARE NEW AND HAVE A 1YR WARRANTY

WIZARD DEVELOPMENTS ORDER HOTLINE **01322-527800**

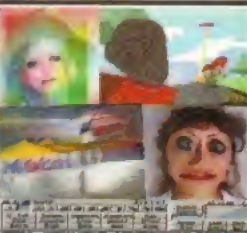
OR FAX **01322-527810**
 CONTACT US ON INTERNET SALES@WIZARD-D.DEMON.CO.UK
BETWEEN 9AM AND 5.30PM, MONDAY TO SATURDAY, TO PAY BY CREDIT CARD. TO PAY BY CHEQUE OR POSTAL ORDER PLEASE SEND YOUR ORDER TO - WIZARD DEVELOPMENTS, PO BOX 490, DARTFORD, KENT, DA1 2UH
 Cheques should be made payable to WIZARD DEVELOPMENTS. Prices include VAT & carriage to the UK mainland. Please add £5 to your order for EC destinations and £10 for other countries. All products are subject to availability. EBOE. Advertised prices & specification may change without notice. All sales are subject to our trading conditions - copy available on request.

PC TASK 4.0 Award 486 PC Software Emulator

RUN PC PROGRAMS WITHIN AN AMIGA WINDOW. USE YOUR AMIGA HARD DISK. RUN WINDOWS 3 & MS-DOS, VERSION 4 NOW ALLOWS!- 486 EMULATION, CD-ROM SUPPORT, CYBERGRAPHICS SUPPORT & MANY INTERNAL SPEED ENHANCEMENTS. V4.0 REQUIRES AN '020 PROCESSOR OR BETTER.
CALL ABOUT UPGRADES £69.99

IMAGE FX 2.6 The Complete Image Processing Selection for all Amigas

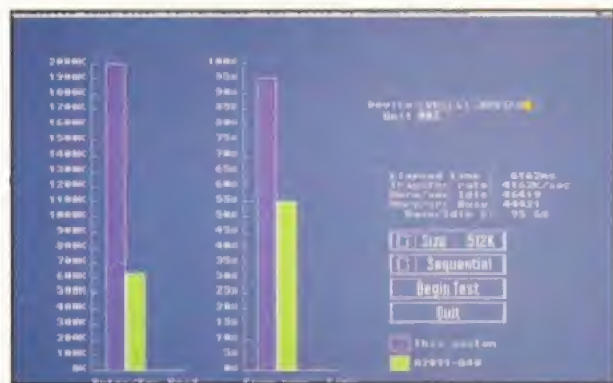
THE BEST IMAGE PROCESSING PACKAGE THERE IS FOR THE AMIGA. AMIGA FORMAT GOLD - CU AWARDS. BUBBLE FILTER, FIRE FX, WIRELESS HOOKS, SHEAR & STRAW MODES, ENHANCED LIGHTNING EFFECTS, FILMGRAIN ADD/REMOVE, LIQUID DISTORTION, SPONGE DRAWMODE, SPARKLE EFFECT & MUCH MORE ARE IN VERSION 2.6.
2MB & HARD DISK REQ. £179.99



CyberSCSI MARK 2

Fasten your seatbelts and prepare for the CyberSCSI.

Simon Goodwin reveals how you can connect up to seven SCSI 2 fast drives to your Cyber-Amiga.



Half the size, much simpler and with built-in 'flash' ROM – the Mark 2 CyberSCSI adaptor differs greatly from its predecessor. You can't mix and match parts but the Mark 2 is much simpler because it no longer has a built-in software driver. Instead of memory on the SCSI board, the driver slots into a 'flash' ROM on the Cyberstorm itself.

The term 'flash' refers to the fact that the ROM contents are not truly permanent – they can be updated with special software. It means users can upgrade armed with nothing more than a cheap update disk.

In practice it's still necessary to open the computer to move the jumper and the update only works from the shell on an unconfigured computer, so installation remains a bit of a bind.

I found the computer would not start up at all with the jumper set! I had to boot with it open, then close the link and run the update software. This went without a hitch and the SCSI interface was recognised thereafter. The manual warns of problems if the update fails or is interrupted part-way through.

SOFTWARE

The *SCSI Tools* disk contains 500K of files, including the vital MK2UpDate utility. *SCSIConfig* is an alternative to Commodore's *HDTtoolbox*. It doesn't really do anything new, and Phase 5 warn that it may have trouble recognising disks formatted with other controllers.

UnitControl provides some extra SCSI-specific options. The other

options control the protocol used to communicate with each drive, and are best left alone unless you know exactly what you're doing. Other programs include *CDrive* a CD-ROM handler, and *DynamiCache*.



There's no socket on the board for a drive activity light! You need to wire up a light for every drive yourself, which might look pretty on a fully loaded Amiga but seems inelegant.

VERDICT

If you've already got a Cyberstorm Mark 2, this is the SCSI controller for you. It directly accesses the fast memory on the main Cyberstorm board, making it faster and more transparent than any Zorro-based controller.

The Cyberstorm+SCSI combo brings Phase 5 in line with all-in-one accelerators like the GVP 060 and Warp Engine, but at a lower price. The combined unit is bigger and you get internal and external 50 way SCSI connectors at no extra cost.

The combination price of £670 reflects Motorola's new more realistic pricing for the 68060 chip. Now that Phase 5 have sorted out their SCSI problems, the performance of current 68060 boards is much of a muchness and availability should now be a major consideration.

PERFORMANCE

The CyberSCSI adaptor uses impressively simple hardware – one custom chip, a timing crystal, and the FAS216 SCSI 2 FAST controller.

I tested the board with hard drives taken straight off other Amigas and they worked straight away although I took the precaution of making copies first. If you ignore the advice in the manual and lose a drive or partition, you've only yourself to blame.

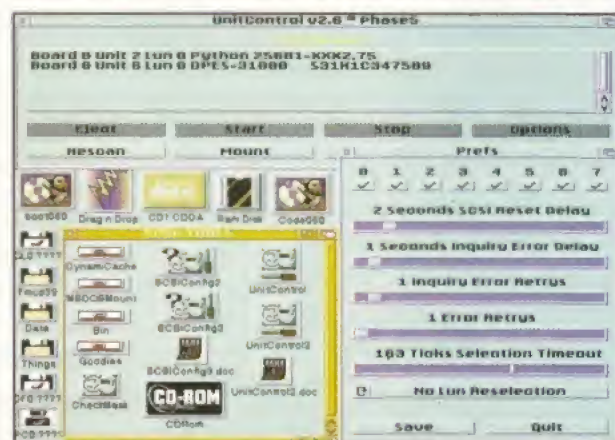
The SCSI interface is quite transparent in operation – the drop in CPU performance ranges from around 15 per cent on a very busy machine to under 3 per cent when CPU and SCSI activities are essentially independent. It helps to move data in large blocks, as the interface interrupts the processor briefly after each transfer.

Unlike the Warp Engine and 4091, CyberSCSI doesn't delay interrupts from other cards when busy. Resulting in good performance even when networking or sampling data at high speeds.

The board comes with two cables and the controller's SCSI ID is fixed at seven, so you can't put two Cyberboards on one SCSI bus, sharing drives, as you could with most Zorro controllers.

At 4156K/second the CyberSCSI goes right off the top of the scale draining less than five per cent of the 68060 power.

Phase 5's GadTools-driven utilities tweak subtle aspects of their SCSI implementation.



Distributor: Harwood 01773 836781
PRICE: £89.95
REQUIREMENTS: Cyberstorm Mark 2 + Amiga 3000/4000(T)

SPEED: ●●●●●
Only limited by your drives.
MANUAL: ●●●○
Fine on hardware, scant on software.
ACCESSIBILITY: ●●●○
Much better than Mark 1.
FEATURES: ●●●○
A pity it's fixed at ID 7.
VALUE: ●●●●●
At £90 it's good value for money.

OVERALL VERDICT:
If you've already got a Cyberstorm Mark 2, this is the SCSI controller for you.

93%

Zorro Interface Expansions



The GVP IO Extender from Power Computing.

Zorro cards are often used to add memory, graphics accelerators and fast drive adapters. But they're just as well suited for more mundane interfaces like serial and parallel ports. That's where the Multiface 3 and IO Expander come in. Each adds another two serial ports and one parallel port to the standard Amiga.

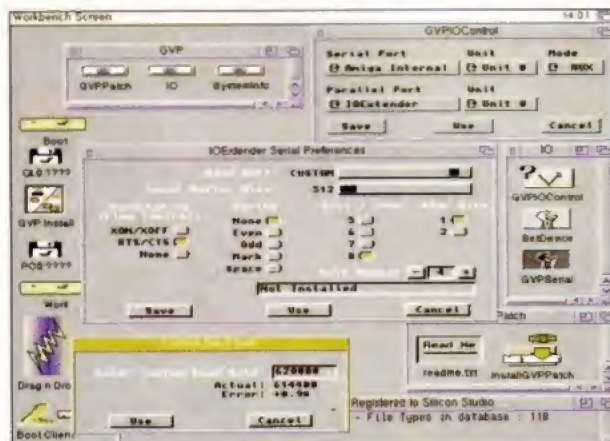
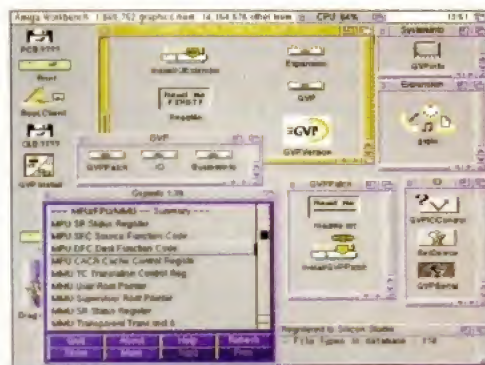
PARALLEL PORTS

Parallel ports were devised in the 1970s to connect computers and printers. They're mainly used for output, but they can read data, given appropriate software. The Amiga parallel port is commonly used to read 8-bit audio samples and digitised images from scanners.

SERIAL PORTS

Serial ports work with longer cables, but speed suffers as they transfer just one bit at a time.

This screen shows some of the GVP tools in action. It may be necessary to run the patch program for best results.



The IO Extender has its own Prefs program, with which you can even set a custom baud rate for specialist applications.

They can connect printers and plotters but are more often used with modems.

This becomes a demanding application as modem speeds increase.

Serial ports can also send and receive notes and control information for synths, sound processors and keyboards. The standard for musical signalling is called MIDI (Musical Instrument Digital Interface).

MIDI adapters for the 25 pin Amiga serial port are cheap and widely available, but existing MIDI programs often talk directly to the hardware, with no support for extra ports.

TESTING

Both the products are Zorro 2 cards, which work on any Amiga with internal Zorro slots. They come with software drivers which must be installed into a Workbench 2 or 3 system to bring the board to life. Both suppliers use the quick and friendly Commodore installer.

Once the software has been loaded by the BindDrivers command in your startup-sequence, programs can select the interfaces by name. Rather than Commodore's parallel.device and serial.device, the interfaces are known as gypar.device and gypser.device, or pit.device and duart.device for the BSC board.

Utilities let you tweak the serial configuration and intercept attempts to open a device, substituting a new name and unit number. This is a neat way to make programs which call for a Commodore interface use a Zorro one, but it handles every request the same way, limiting its usefulness.

The back panel of each board has room for a 25-pin parallel connector,

Simon Goodwin discovers how to add extra serial and parallel ports to his Amiga.

like the standard Amiga one, and a cut-down nine pin serial connector, which carries the essential signals but lacks some embellishments of the original RS-232 and Amiga implementation.

The nine pin socket is a cost-cutting measure from the PC market. Modern mice, tablets and modems often come with the required cable, but standard serial devices will need a 25 to nine pin adapter. There's no room for a second serial port on the back panel, so it is routed to a connector on the Zorro card inside the Amiga.

BSC MULTIFACE 3

The Multiface 3 card was designed by BSC in Germany, since taken over by AB-Union, and manufactured in Taiwan by AlfaData. It's a small card with a simple, rather old-fashioned design, using socketed Motorola interface chips and a handful of 'glue' logic parts to convert them to the Zorro 2 standard.

BSC supply the best parallel port software. This includes *Pitnet*, a version of ParNet re-coded for the Multiface port, and a driver for Epson parallel port scanners. The serial ports are adequate but not exceptional, running at a top speed of 115200 bits per second. The second port uses a proper 25-pin connector on a flying lead, unfortunately clogging another Zorro card edge once installed.

The Multiface documentation is a neat, well-printed paperback book, with about 90 pages of English text and diagrams.

It's clear and well written, only lacking in two respects - it does not explain the hardware port mapping, for people who might wish to use the board from other environments like Unix, NetBSD or Amiga Qdos, and there is very little information about MIDI, although MIDI support is claimed on the box.

The book says that a timing crystal soldered onto the board must be changed before the Multiface 3 can work at the peculiar MIDI speed of 31250 bits per second. I followed the instructions, but could not select the

MIDI rate. Phone calls and email messages to AB-Union in Germany went unanswered. I cannot recommend this board for MIDI applications.

GVP IO EXTENDER

GVP's Input Output Extender is slightly bigger and more complicated, assembled in the USA with modern surface-mount techniques. It's a good looking board, although some features, such as a ROM socket and RS122 'feature connector', have not been implemented.

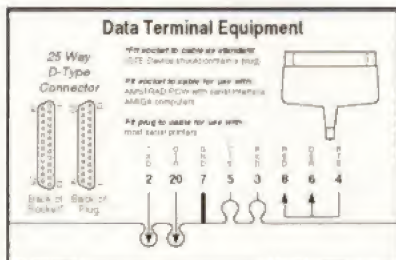
GVP let you re-direct port requests from the Workbench. BSC require shell commands, but they do not support parallel port networking or scanners. This parallel port is strictly for printing.

Power Computing's PowerScan only works with the motherboard port, even though it comes from the same firm as the IO Extender! At top speed the GVP serial ports can rival Parnet, when used with PD Pronet software, but it's not included and you'll require an IO Extender at each end for full speed.

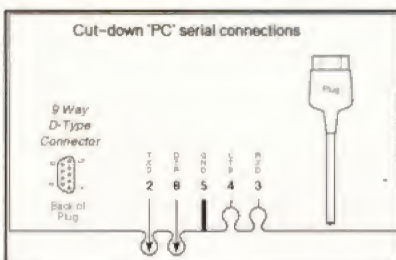
MIDI is supported by the GVP board – you just select the required rate in the serial preferences – but I've never seen an Amiga MIDI interface with a nine-pin connector. Power Computing offers nine or twenty five pin sockets for the second serial port, as an optional extra.

The GVP hardware is impressive but the documentation is not: a stapled bundle of uneyen photocopied pages, vague and poorly printed. The key information for anyone hoping to write alternative hardware drivers is provided in a disk file, but that's your lot. You'd also need a copy of the manual for the StarTech interface chip which handles all three ports, which I found, albeit in Amiga-unfriendly PDF format, on the StarTech web page.

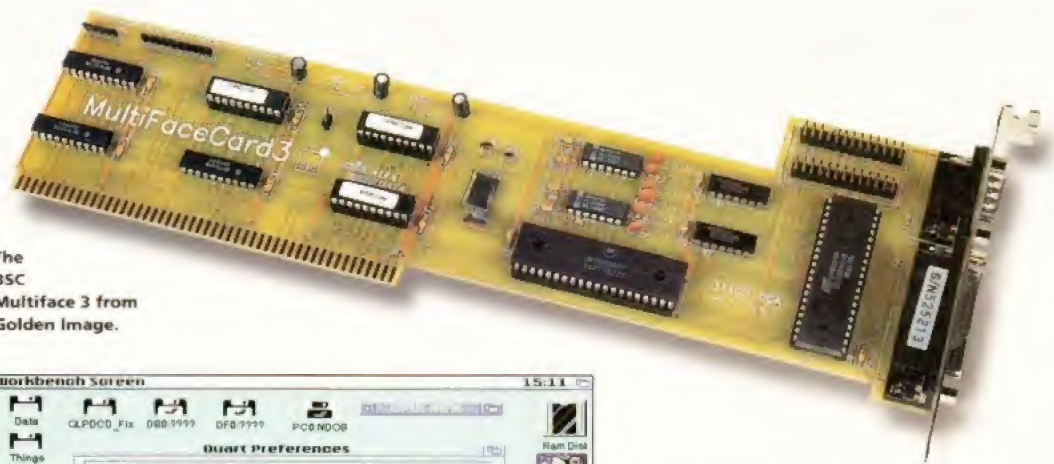
The StarTech's top speed is an impressive 614400 bits per second. It has 16 bytes of buffering on each channel, reducing the risk of data loss and the load on the main processor.



The 25-pin serial port is standard on the Amiga and most modems.



The 9-pin serial port became popular with laptops, and now many PCs and PC peripherals use them.



The BSC Multiface 3 from Golden Image.



The software included with the BSC card includes the usual preferences programs, and a rather excellent special version of Parnet.

Some other Zorro boards cause problems by blocking interrupts during drive access – these include the Cyberstorm 1, Warp Engine, 4091 and some of GVP's own boards. In this case you may need to run 'GVPpatch', which is supplied, to reduce the size of SCSI data transfers during fast serial activity.

Unlike BSC, who provide full pinout details, GVP do not document the 'standard' nine pin serial port. This is generally useful information, even if you do not own an Amiga expansion card, so *Format* romps to the rescue with two diagrams that show the 25-pin and nine pin connectors.

The DTE one is the original RS-232 standard, used on Amigas, Atari STs and older PCs. The nine pin one is used on later PCs, laptops and SAM micros. Each diagram is a 'jigsaw' piece so you

can fit two together – whether the same or different – to find out how to make a cable to connect a pair of ports. The diagrams come from Mark Swift's documentation for Amiga Qdos 3.20.

CONCLUSION

There's nothing to stop you filling up your machine with these cards if you run a bulletin board or simple network, and need lots of serial ports – but there's another option which requires less Zorro space. The new Spider interface provides eight serial ports on one card, with its own RISC processor. We'll be bringing you a review of the Spider very soon.

Most people will be happy with just a printer and one or two extra serial ports, and in that case, either the Multiface 3 or I/O Extender will serve you well. BSC have the edge in parallel port handling, thanks to the extra software they supply, while the GVP board has superior serial interfaces and is cheaper if you can get by with a lone nine-pin serial port. They're compatible if you want both at once.

Support for other operating systems is lacking, and both firms need to sharpen up their technical support but both products are reasonably priced and fill a real need.

GVP IO Extender
 Distributor: Power Computing
 01234 273000
 PRICE: £69.95 (2nd serial connector £10)
 REQUIREMENTS: Any Amiga with internal Zorro slots

SERIAL: ●●●●●
Fast, buffered, MIDI.
PARALLEL: ●●●○○
Just for printers.
MANUAL: ●●○○○
Power's Achilles' heel.
VALUE: ●●●○○
Cheap by Zorro standards.
OVERALL VERDICT:
Serious Serial ports at last!

76%

BSC Multiface 3
 Distributor: Golden Image
 0181 900 9291
 PRICE: £79.95
 REQUIREMENTS: Any Amiga with internal Zorro slots

SERIAL: ●●●○○
OK but unexceptional.
PARALLEL: ●●●●●
Useful input drivers.
MANUAL: ●●●●●
It's almost all there.
VALUE: ●●●○○
Reasonably priced.
OVERALL VERDICT:
Works fine, but no MIDI.

73%

WE WILL BEAT OR MATCH GENUINE ADVERTISED PRICES

HARD DRIVES

3.5" EIDE 540mb	£115.99
3.5" EIDE 850mb	£125.99
3.5" EIDE 1Gig	£145.99
3.5" EIDE 1.2Gig	£155.99
3.5" EIDE 1.6Gig	£169.99
3.5" EIDE 2.0Gig	£229.99
3.5" EIDE 2.5Gig	£249.99

Our hard drive prices are reviewed on a weekly basis - call for latest pricing

2.5" 80mb	£84.99
2.5" 420mb	£124.99
2.5" 1Gig	£199.99

2.5" drives subject to availability

ACCELERATORS

Apollo 1230 Lite	£89.99
Apollo 1230 Pro	£149.99
Apollo 1240/25	£219.99
Apollo 1240/40	£289.99

Blizzard 1230-IV	£159.99
Blizzard 1260	£569.99
<i>SCSI-II kit for 1230</i>	£84.99

Magnum 030/25	£89.99
Magnum 030/40	£129.99
Magnum 040/25	£239.99
Magnum 040/40	£319.99
Magnum 060/50	£479.99
<i>SCSI-II kit for Magnum's</i>	£74.99

MEM UPGRADES

A600 2mb Upgrade	£19.99
A1200 4mb Upgrade	£65.99
A1200 8mb Upgrade	£89.99
33mhz FPU w/Crystal	£34.99
50mhz FPU w/Crystal	£65.99

STORAGE

Iomega ZIP Drive SCSI	£139.99
ZIP Cartridges (each)	£12.50
SyQuest EZ Drive SCSI	£134.99
Iomega JAZ Drive SCSI	£Call
JAZ Carts (1gig each)	£Call

MEMORY SIMMs

72Pin 4mb (70ns)	£20.00
72Pin 8mb (70ns)	£35.00
72Pin 8mb (60ns)	£40.00
72Pin 16mb (70ns)	£75.00
72Pin 16mb (60ns)	£80.00

Our memory SIMM prices are reviewed on a weekly basis - call for latest pricing

OUR ADVICE! BUY NOW TO AVOID CHRISTMAS PRICE SURGES!

SCANNERS

PowerScan b/w	£74.99
PowerScan Colour	£159.99

Highly acclaimed parallel-port fitting scanners for the A600/1200, high magazine reviews

Epson GT5000 SCSI	£399.99
Epson GT5000 Parallel	£399.99

FAX MODEMS

9600 Modems	£49.99
14400 Modems	£59.99
33600 Modems	£99.99

Our modem packs cannot be beaten! All units include free access to our BBS Midnight Express, where you can download 1000's of PD and Shareware programs for your Amiga - free of charge, 24hrs a day, 7 days a week.

Information on accessing the Internet with your Amiga is also included...FREE!

01384 771722
Visa, Visa Delta, Access, MasterCard, Switch, Connect, Diners, American Express
Open: Mon-Fri 10am - 5pm Saturday 10am - 1pm
Personal callers call first to check availability

Megatronix (UK)
Unit 3 Meeting Lane Trading Estate
Brierley Hill
West Mids DY5 3LB

BBS

01384 86-56-26

See us on the World Wide Web at:

www.woden.com/~mtx

Workbench

Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

A600 EXPANSION

I've been a subscriber and great fan of your excellent magazine for a good few years now and I could do with some buying advice. I have an Amiga A600 with an internal hard drive fitted by myself, a 1Mb trapdoor expansion and an external floppy drive. I would like a new Amiga but have instead decided to upgrade my current model and wait to see what Viscorp, Phase 5 or whoever have to offer.

I enjoy 3D modelling with your excellent *Imagine 2.0* and *Real 3D Coverdisk* programs and have decided I need more power. I am interested in buying the Turbo 620 from Power Computing. I plan to get the board first and then possibly add 8Mb 72-pin SJMM at a later date, however before I buy the board I have some questions.

1. I already have a 2.5 inch internal hard drive, trapdoor expansion and an extra floppy drive all drawing power from my Amiga's standard 60W power supply. Would I be able to run the accelerator and extra RAM without having to buy a new power supply such as the Goliath or could my current power supply be capable of running both the extra processor and extra RAM? (I don't mind removing the external drive as I don't use it much).
2. If I do purchase the 620 and fit it with an 8Mb SIMM will it disable the PCMCIA interface? I've heard some older A1200 accelerator cards do and I would like to have the option of buying the Surf Squirrel some time in the future.



You really are better off buying a second-hand A1200 instead of trying to upgrade your A600.

3. As the 68000 in the A600 is surface mounted to the motherboard, I've heard that the A620 has to be installed "piggy-back" on top of the processor. If this is true can I still use my internal hard drive? The hard drive in my machine covers up the 68000 and installing the accelerator would surely mean relocating the hard drive.

4. As the Turbo A620 has a "standard 72-pin" SIMM socket does this mean I can use SIMM advertised for PC's such 72-pin, non-parity, 32-bit SIMM? If so what speed should I buy?

6. I have an old IBM PCCC VGA monitor. Can I use my Amiga with this monitor if I buy an adaptor or do I need a multisync PC monitor that will sync down to 15KHz? I don't mind if I still have to use a TV to play games.

Richard Guest
Retford, Notts

1. It's very probable that the existing power supply would suffice. The 68020 used in the accelerator you want isn't renowned for being greedy with power.

2. It shouldn't, as the extra memory is mapped into the 68020's address space and shouldn't overlap any of the space taken up by the PCMCIA port.

3. Yes, the accelerator card clips on top of the 68000. If your hard drive is covering the 68000, you will need to move the hard drive somewhere else. Where, I don't know.

4. Yes, it's a standard SIMM socket which means almost any SIMM should suffice, but don't touch EDO ones. For this speed of accelerator, I'm sure even a 80ns one would do.

5. No, the monitor won't work with the A600. Now for the severe buying advice. Forget the A600. It's too limited. The A600 accelerator card is difficult to fit, and certainly the one I used in my A600 simply didn't work. We were told they were going to be redesigned, but I really don't see how it can get much better: a socket which clips onto another surface mounted 68000 is never going to be reliable. Also, if you don't get any RAM for it, you won't notice much of an improvement at all.

My advice would be to sell the A600 if possible, and buy a second hand A1200 instead. Take the hard drive from the A600 and stick it into the A1200. Use any spare money to get a 4Mb trapdoor memory upgrade for the A1200 (you can't use the A600 memory expansion in the A1200). You'll be much better off in the long run.

MEMORY SHORTAGE

My computer set-up is as follows: A1200, 64Mb GVP hard disk and a Power Computing CD-ROM drive via PCMCIA. As you can see the next item required desperately is extra

CD MEANS PC?

I am thinking of buying a CD-ROM drive for my Amiga 1200. Please tell me if I could use Microsoft software such as Windows or any PC software with an Amiga with a CD-ROM. Can you use personal CD players instead of CD-ROM drives if you get the correct leads? I also have a half Gb hard drive, would this help in the running of a CD-ROM?

David Turpie
Darlington, Co. Durham

Simply buying a CD-ROM drive for an Amiga, does not make it PC compatible. In fact, it's got absolutely nothing to do with it. Instead you need a PC emulator for the Amiga, which makes it act like a PC. Currently there is only one (and I don't mean Highlander) software emulator I'd recommend, called PC Task. It can just about run early versions of Windows and other basic PC software.

No, it's not just a matter of leads. Most personal CD players are not SCSI compatible: they simply don't contain the hardware necessary to connect to a computer. Having a hard drive is commendable, but makes no difference to using a CD-ROM drive.



If you want to run PC CD-ROMs on your Amiga then you need to get hold of an emulator.

memory. I purchased an Apollo 1200 with 4Mb RAM installed and tried to install it but it just didn't fit very well and I couldn't put the cover back on. Worse still, when I switched on my Amiga the hard disk spun up but that was as far as it would go.

I tried the jumpers to see if it was the extra RAM and with the CD-ROM drive removed, it made no difference. I sent it back and received

Continued overleaf →



To get the most out of Epic's *Interactive Encyclopedia* you really need to get your hands on some extra memory.

← a replacement by return with the same problems. I returned this and requested a refund as they could offer no useful advice. My questions are:

1. Is there anything wrong with my Amiga? If so, any ideas?
2. Is the Apollo incompatible with my Amiga? If so, why?
3. Is there anywhere near me where I could purchase an accelerator/memory expansion and have it installed?

4. As I have gone off the idea of an Apollo 1200 (especially as the component layout on the one I received did not look like the picture in Siren's advertisement) any suggestions as to an alternative perhaps with 8Mb RAM which does not clash with PCMCIA?
5. Is there any real advantage of having an MMU?

I hope you will be able to give some constructive advice as I am concerned about being able to use some of the more recent

applications which require memory, such as Epic's *Interactive Encyclopedia*.

Colin Clifford-Smith
Southampton, Hampshire

1. It's unlikely there is anything wrong with the Amiga itself. If there were, you definitely would have seen other symptoms before now. It's possible you didn't fit the memory card properly: it should fit home snugly, and be possible to replace the trapdoor without problems. I've seen some Amigas which seem to require the expansion cards to be fitted "up-side down" in order to work - don't worry, there is a special key which makes sure the card is the right way up for your Amiga - as they seem to have a different PCB. I suppose it's possible that the memory card doesn't fit in your Amiga for this reason, although I have my doubts.

2. It's not very likely that the memory expansion is incompatible. I'd guess at several possibilities: your power supply isn't up to the job (did you try using the Amiga with the CD-ROM drive removed? Does the CD-ROM drive have it's own power supply?) or the hard drive doesn't like the memory expansion, I've seen this happen before with older hard drives: the addition of the memory expansion speeds up the A1200 to such an extent that the older drive can't boot up properly. Sometimes a warm reset gets it running. Did you try using the memory expansion without the hard drive connected?

3. If there are no Amiga dealers around, a competent TV or electronics repair shop should be able to fit the card for you. Mail order is still the best way to get Amiga hardware at the moment.

4. The card in the advertisement's photograph could be an earlier revision of PCB layout, or could use a different colour of fibreglass board: I wouldn't let that put you off. If you want to try a different make there are plenty about from suppliers such as Power Computing (01234 273000) and Gordon Hardwoods (01773 836781).

AMIGA, PC AND APPLE

I would like to partition the PC486 partition of my hard disk to IBM format and install Windows and PC software and run it all via an emulator. I am doing an Open University degree and need access to a PC to complete some of the modules which are supplied with software as part of the course.

I would also like to format a Macintosh partition for Mac use and run Mac applications. Is this at all possible? I was thinking of buying the Dataflyer SCSI interface and connecting a CD-ROM drive so that I could use PC and Mac CDs as well Amiga ones. I cannot use the PCMCIA Squirrel interface as the RAM board is 8Mb and disables this port.

James Bryce
Stirling

For the popular PC and Mac emulation packages, you don't strictly need to re-format a partition. All systems will allow a "hard file" to be created on an existing AmigaDOS partition. This is a huge file (the size of the hard drive you require - for example, 50Mb) which acts as a hard drive to the emulator. It's the simplest solution, but not as fast as a dedicated native partition.

If you are using a PC emulator such as PC Task, it's possible to re-format a partition in PC format. Full details are given in the PC Task manual, and it does make a heck of a difference to performance. It makes it possible to install and run early versions of Windows, but it's still not fast. In fact, if you don't have a 68030 or better processor, it's possible you may finish your degree before Windows finishes booting. As with all software-based PC emulation, it's best if you stick to running older MSDOS style software and not Windows software. Windows takes up too much memory and processor power at the best of times: through an emulator it's almost unbearable.

Mac emulation is much better on the Amiga, as both machines share a common processor. Using the Emplant MacLite emulator or ShapeShifter, you can create a Mac format partition, and again this speeds up data access quite a lot. With 8Mb of RAM you will be able to run a lot of Apple software such as Word and Photoshop, although again a 68030 accelerator or better will help.

Both the PC and Mac emulation systems include device drivers for Mac and PC CD-ROMs, so if you get a CD-ROM drive they'll work with your emulated systems as well as the Amiga.



Emulating a Mac is much easier than a PC because the Mac and the Amiga share a common processor.



Look for the best deal on a Zip drive that you can find and don't worry if it is PC formatted.

5. Yes. An MMU is useful if you want to run virtual memory programs, use debugging tools such as Enforcer or experiment with Kickstart remapping. If none of those things mean anything to you, then there is no real advantage to you having an MMU.

ZIPPY

1. I want to connect an A600 and A1200 together. Can I use a null modem cable? The problem is the two computers are on different rooms, on different floors of my house. Is it possible to run the cable outside the house, as one room is above the other. I estimate the distance from port is about 30 to 40 feet. Will there be any data loss over this distance? I have basic knowledge of networking, so will I have to treat this like a LAN, and use the A1200 as a fileserver? I ideally want to access the hard drive on the A1200 from the A600.

2. I am also wondering if I should buy a CD-ROM drive. I want to spend around £200, but I do not want something that takes around a year to access disks. Also, SCSI would be an advantage, because in the long term, I want to buy a Zip drive, or something similar.

3. If I buy a Zip drive, can I use PC formatted Zip disks, that I saw advertised in the Viking Direct catalogue (business supplies company, for the unknowing)?

4. I also own a Phillips CDi 220 with FMV cartridge. What hardware would I need to buy to let me view video CD movies

such as The Hunt for Red October, on the Amiga? Is it possible on the Amiga? I read about the Super Squirrel MPEG pack from Hisoft, but it is only a 2x speed drive. Will it be possible to run this system on my memory situation?

I am also interested in writing to penpals all over the world. I produce a monthly cat disk of my PD software, and I am willing to swap anything!

Stephen Graham
PO Box 8353, Largs
Ayrshire, Scotland
KA30 8HG

1. Yes, a null modem cable is what you need. A good quality shielded cable should be able to stretch for 40 feet, although you may find that you need to drop the baud rate from 19,200 to 9600 or less.

2. Yes, CD-ROM drives are nice. I'd get one if I were you. Use a Surf or ordinary Squirrel and a SCSI CD-ROM drive. You should be able to get a quad speed drive for under £200.

3. Formatting a ZIP drive is not a problem, so don't worry about buying pre-formatted ones. Just get them as cheaply as you can.

4. Hisoft (01525 718181) have a box which will connect to a SCSI CD-ROM drive and play video CDs. (SMD-100 AF91 92%.) This is as close as it gets for a hardware solution (although I think SCALA produce an MPEG replay Zorn card for big box Amigas). There are software only solutions using various PD MPEG replay software, but performance is poor so I wouldn't take them seriously.

COLOUR PRINTOUT

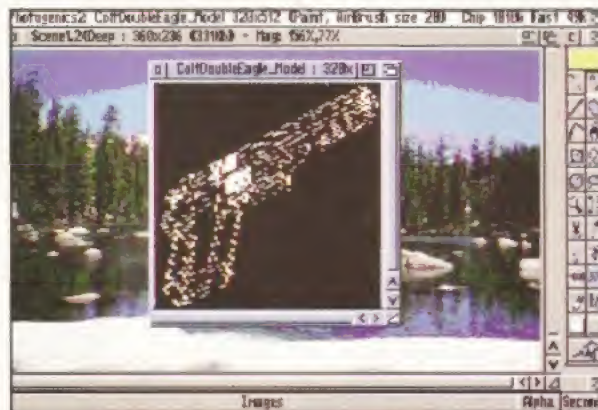
I am interested in taking single frames from my video/camcorder using Pro Grab and then loading these into Deluxe Paint 3, to improve picture quality or to make changes and finally print out a picture via Flexidump 3.

I am looking for a printer that will give near photographic quality. A laser is the answer but rather expensive, please advise on Epson Colour Stylus 500 or II's and would my Flexidump be compatible. Also should I be looking for more RAM or a hard drive?

Mr. A. J. Vince Stone
Staffs

"Near Photographic quality" is a very fuzzy term. I suggest you visit a computer dealer and see an example dump from some printers before spending any money. That said, the Epson Stylus is one of the best printers around, and you should be able to use it with Flexidump. Contact Eyetech (tel: 01642 713185) as they have a dedicated driver for the Stylus.

Also, Deluxe Paint 3 is very old hat these days. Try Photogenics - it's considerably better. The first version of this package is available free from the Almathera Web site, and the second version is available from most Amiga software dealers.

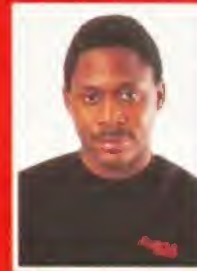


Photogenics, first released in 1994, took the Amiga world by storm. With the release of version 2 (AF87 89%) it gets better and better.

IF YOU HAVE A QUERY...

At Amiga Format we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise - we take on all your problems (as long as an Amiga is involved).

Here are a few tips on sending in questions:



Graeme Sandiford

- Be concise.
- Detail the problem as best as you can.
- Describe the events that caused the problem.
- Give full details of your equipment.
- Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.

Bear these points in mind and fill in, photocopy, or copy the form below as best you can. Unfortunately we cannot reply personally.

Send your letters to Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

Your Amiga:

- A500 A500 Plus A600
 A1000 A1200 A1500
 A2000 A3000 A4000

Kickstart version

- 1.2 1.3 2.x 3.x

Hard Disk: Mb

Manufacturer:

Extra RAM fitted - type, size, (Mb) and manufacturer:

Details of other hardware:

Amiga.net

Darrens Top Seven

Beer, birds and bikes. If, like **Darren Irvine**, your interests are quite simple, you'll certainly enjoy surfing in his footsteps.



Web-based Zine's don't come much funnier or off-the-wall than Crank.

NEWSGROUP OF THE MONTH

After several years on and off, of floundering around in the rec.motorcycles newsgroup, trying to wade through the garbage, trying to make sense of the things Americans say, I finally sobered up long enough to notice that there is a UK specific equivalent, called appropriately enough uk.rec.motorcycles.

If you're a biker with access to the net, then you should check out this site, for no other reason than it's pretty funny reading at times. Additionally, if you're one of the few Northern Ireland Amiga users who ride bikes that I don't know of (i.e. someone other than John Kennedy) drop into ni.motorcycles and say hello.

CRANK

This is a site that you really should check out. I'm not usually a big fan of Zines but *Crank* really is something special. It's actually the online version of an underground magazine produced by Jeff Koyen, originally in Philadelphia and now in New York. Quite simply, it has some of the funniest articles and features that I've seen anywhere on the Net.

The feature in *Crank* number four on converting roadkill to explosive devices is particularly hilarious. Mind you, be warned, the subject matter is fairly adult-oriented, so I'd advise you to steer well clear of it if you're bothered by a bit of blasphemy and profanity (personally these are exactly the things that I like about the site).

As well as having hugely funny content, the site is well put together and visually attractive. The only thing I can think of to complain about Crank is that some of the articles from the print version have been omitted from the web site. If you think your sides are up to a serious laugh, then Crank can be located at:
<http://www.btf.com/crank>

TOKYO GHETTO PUSSY

If you like techno then you'll probably have heard of Tokyo Ghetto Pussy. The Japanese girls behind TGP lend their particular viewpoint to pop orientated techno, and even if you're not a fan of this music you should check out this site to take the TGP

Ego Test. Check it out at:
<http://www.sonymusic.de/Music/Dance/Tokyo>

CAKE MAGAZINE ONLINE

This is another online version of a print magazine, although slightly more mainstream oriented than *Crank*. It has some excellent articles which are well worth reading even if you don't think you'd be interested in the subject matter, which ranges from underground behavioural culture, such as body modification, to music reviews. They even have a few "interesting" fonts that you can download – we used 'Asswipe' for this title.

<http://www.grunge.com>

E.S.INTERGALACTIC'S HOUSE OF DISCOUNT MADNESS

Mr. Intergalactic isn't exactly a friend of mine, more someone who's eccentric orbit



Japanese techno starlets in interesting homepage shocker!

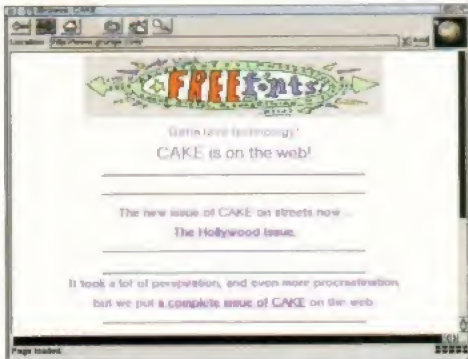


The Return of Usenet Loser of the Month

It's been a few months now since I've singled out someone from the vast herd of lunatics inhabiting Usenet for my own particular brand of abuse. There have been a number of reasons for this, not least the threat of *Format's* lovely Andrea that I had better "stop insulting people or else". So, I had resolved to be a better person, nicer in every way, every day, towards everyone that I met. This lasted about forty five minutes until John Kennedy phoned up asking to borrow my A1200 again, but I have managed to restrain myself in print for a few months now.

However, once in a while, even amongst the denizens of Usenet's alt hierarchy, an individual comes along who deserves a special mention. This month, this dubious award goes to a nasty

little specimen going by the name of Tim Sutter. Mr. Sutter (tsutter@erols.com) in his infinite lack of wisdom has taken it upon himself recently to attempt to instigate a cross-posting flame war between three of alt's already pretty bizarre newsgroups: alt.slack, alt.life.sucks, and my own stamping ground alt.drunken.bastards. As well as setting up dozens of pointless crossposts, little Timmy thought it would be a good idea to send multiple copies of the same abusive, foul-languaged messages to the above groups - at the last count some five hundred meaningless messages. Latest news is that Erols (a US ISP) have finally pulled his account, but if he raises his ugly head again, I'll be calling on you loyal *Format* readers for a bit of support to drive him off the net permanently.



Cake Magazine is another good read on the web, with a few downloadable fonts to add to the appeal.

occasionally intersects mine. In fact, E.S. isn't the sort of person you would like to call your friend at all, since it doesn't do to get too close to someone for whom life is likely to end splashed across the front covers of the National Enquirer.

Mr Intergalactic's world is one of insanity and perdition, with a serious dollop of the surreal thrown in - just in case you thought things might be too normal. The opening page recommends that the site is best viewed with a "Psychic browser and astral galoshes", and believe me he means it.

If you like what you see on this site, you can catch more of E.S.'s alternative universe babbling on my favourite newsgroup (I'm not going to name it again, in case I land Our Esteemed and Illustrious Leader Mr. Veitch, Sir in trouble with the obscene publications squad - I've mentioned it at least once elsewhere in this Amiga.Net). For the descent into madness, set your browser for the heart of fishness at: <http://www.telepath.com/path/index.html>

ALT.DRUNKEN.BASTARDS HOMEPAGE

What can I say about this page? It's the official homepage of the Usenet newsgroup of the same name, and it is run by my friend Rob "Gonzo" Machado. It has all the information

and links you'll ever need to do with drink and drinking on the Net. I beseech you to check it out (and remember to tell Gonzo that I sent you) at:

<http://www.primenet.com/~machado/drunk.html>

XXXJOEL'S HOMEPAGE

XXXJoel is one of the most psychotically deranged people it has ever been my pleasure to meet. He is someone I can call a true kindred spirit on the net. If you are not of a squeamish disposition (and can stand a bit of abuse) check out is homepage at:

<http://www.bway.net/~xxxjoel>

DARSY'S HOMEPAGE

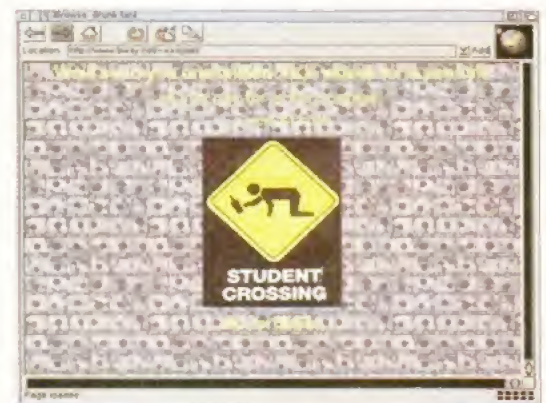
Yes, it's the one you've been waiting for - my own homepage. Far be it from me to be modest, but this page is simply outstanding. You will burn in the fires of hell for eternity if you don't check out this site (yes, I'm desperate for visitors) at:

<http://www.geocities.com/SoHo/1352/main.html>

You've probably been reading through this article and fuming to yourself about the self-indulgence of it all - after all who am I to judge your tastes. But my recommendation would be to check out the sites before getting annoyed - they really are all well worth a look.



If you're a drinker who has access to the web, then you really must check out the Official A.D.B. homepage.



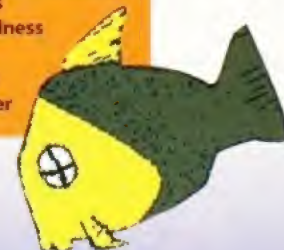
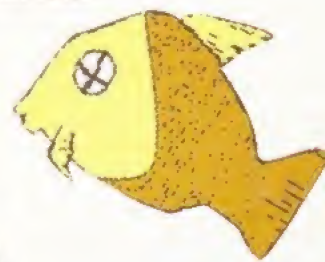
XXXJoel is a dangerous sociopath, but he's also a friend of mine and he has an amusing homepage.



Not insane enough? Well check out E.S.Intergalactic's house of discount madness for a solution to your problems.

GRUDGING MENTION

A couple of weeks ago I appeared on Meridian TV's *Cyber.Cafe* programme, talking about certain aspects of the Internet, specifically how it related to getting very, very drunk. They were quite nice about the fact that my associates and I turned up somewhat the worse for wear, and edited the programme so that I only looked a bit of a drunken idiot, rather than a completely useless drunken moron. So for that small kindness they get a mention here. If you feel inclined check out their homepage at: <http://www.meridian.tv.co.uk/cyber>



Want to get connected?



...**AMITCP v4.5 DIALUP**
[NEW!! FULL TCP CLIENT]

...**VOYAGER v1.1**
[EXCLUSIVE!! NEW WWW CLIENT]

...**MICRODOT-II**
[NEW MAIL AND NEWS CLIENT]

...**AmFTP**
[INDUSTRY STANDARD FTP CLIENT]

...**AmIRC**
[INDUSTRY STANDARD IRC CLIENT]

...**AmTelnet**
[TELNET CLIENT - AMFTP AUTHOR!]

...**AmTalk**
[INTERNET CHAT CLIENT]

...**mFinger**
[FINGER CLIENT]

...**AmTerm**
[NEW COMMS/BBS CLIENT]
& MUI 3.6 (Shareware)



EASIER THAN ABC!

Wanting to get onto the Internet? Already connected, but frustrated with your software? NetConnect is all you need to get connected to the Internet and contains a suite of seven commercially licensed Internet applications. You won't find an interface as easy-to-use as NetConnect's! We have spoken at length to so many of our customers about getting onto the Internet - we know exactly what you need and what you want. You want software you can use - not shareware but commercial software, you want the hassle taken out of the installation and you want a suite of the very best Amiga internet software. Indeed, to make NetConnect the very best we organised programmers to enhance their software - so you get previously non-released software. NetConnect contains a full TCP client worth over £35 in itself! You can save masses of £££'s from buying NetConnect as there is no need to licence the Internet software - full versions all licenced for you!

NetConnect's GUI does more than control/manage AmITCP! It also gives you a completely editable icon bar (see pics) to control and manage your programs. No other Internet pack meets the specifications of NetConnect! Ask for a time-limited demo version!

Modem Offer & Specifications



- 33600 bps DATA/FAX modem - true v34
- Group 1, 2 & 3 send/receive FAX
- Enhanced ADPCM coding
- Auto mode detection allows modem to connect with a modem that is configured for differing connection modes
- Extended AT command set
- Upgradeable ROM chip (safeguarding against future specifications)
- BT and CE Approved
- Amiga serial cable included
- Full "get started" documentation
- 5 year warranty - also undergone rigorous Amiga tests

Save over £23 with Enterprise!

Buy NetConnect and get FREE connection to Enterprise (worth £20 ex. VAT or £23.80 inc. VAT)!

Send your order to:
**Active Software, PO Box 151,
Darlington, County Durham,
DL3 8YT, ENGLAND.**

Postage and Delivery

CD's	50p per CD for UK delivery
	£1 per CD for EU delivery
	£1.50 per CD ROW delivery
Modem	£3 for 2-3 day delivery
	£4 for next day delivery
	£15 for Saturday delivery

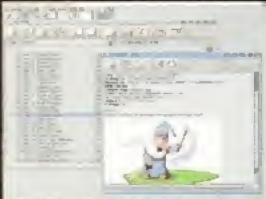
01325 352260
active@enterprise.net

Supported by
ISP's Worldwide

NetConnect allows you to select your country then select an ISP (easy!) - we have about 160 ISP's listed from 29 different countries (58 from the UK!). Nearly 100% of the WORLD is covered for any user who wants to connect to the Internet!



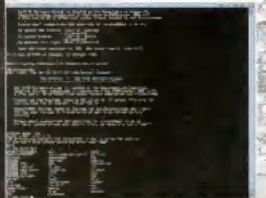
VOYAGER - WWW



MICRODOT 2 - MAIL/NEWS



AMFTP - FTP



AMTELNET - TELNET



AMIRC - IRC



ICON BAR EDITOR GUI



AMITCP CONTROL GUI

NETCONNECT PRICES

NetConnect Disks	£ 59.95
NetConnect CD	£ 59.95
33.6 Modem	£119.95
33.6 Modem & NetConnect [CD or Disks]	£154.95

33.6 Modem + NetConnect for under £155! Amazing!

FREE FREE
GAMES CHEATS 1.4 EMULATOR
ON ALL ORDERS



FREE FREE
LIBRARY DISK POST & PACK
ON ALL ORDERS

PLATFORM GAMES

- 715 SUPER BLUE KID
- 1036 NESQUICK GAME
- 1318 INTRUDER ALERT
- 1521 HAPPY MONSTER
- 1553 LANCE-O-LAT
- 1684 THE BIRDIES
- 1701 HIDEOUTS
- 1462 CHARLIE COOL
- 1522 A1200 JIMMYS

SPACE BLASTERS

- 1083 DE-GALAGA 2.5
- 911 SOLO ASSAULT
- 906 OBLITERATOR
- 805 TRANS-PLANT
- 548 CAFFEINE FREE
- 1434 SPACE BLASTER
- 1789 MEGA TYPHOON
- 1706 ASTRO KID

ARCADE GAMES

- 555 HUGO V2 5 DISK
- 875 MISSILES 2 V1
- 1062 M.A.S.H. V1
- 1052 CHAR V1 I
- 1168 S-TANKS V185
- 1468 SNAIL RACERS
- 1500 24 LPD GAMES
- 1603 A12 BEASTIES
- 1451 NIBLER NIBLET
- 1368 ALIENS F. F.
- 1445 10 C. W. GAMES
- 1448 META-MORPHI
- 1326 GEEK SHOOTER

P.D. VERSIONS

- 024 ELF & PP HAMMER
- 025 HUNTER PLUS
- 522 OSCAR CD A1200
- 815 LEMMINGS PACK
- 1778 PINBALL FANT
- 027 CHUCK ROCK-ICE
- 022 THE GODS
- 023 RIK DANGEROUS
- 1702 S.W.O.S. MOON
- 026 ROBOCOP V2

COMBAT GAMES

- 941 FATAL BLOWS
- 938 MARTIAL SPIRIT
- 290 FIGHT WARRIORS
- 492 KARATE WARRIORS
- 1548 A1200 FIGHTI
- 1720 A1200 SAMURAI
- 1428 3 DISK CYBERGAME

CLASSIC GAMES

- 011 ASTEROIDS
- 693 MISSILE COMMAND
- 778 OVERLANDER
- 692 SPACE INVADERS
- 308 DONKEY KONG
- 841 COOKIE CAKES

DRIVING GAMES

- 951 FLAMING ENIGNS
- 735 AUTOMOBILES
- 613 HIGH OCTANE 2
- 1057 A12 TURBO-JAM
- 1132 A12 LAST LAP
- 1417 MANG FENDERS 2
- 1506 A1200 LEAD-LAP
- 1642 A12 EXT-RACING
- 1641 A12 KNOCKOUT 2
- 974 F1 EDITOR 96
- 469 ROAD TO HELL
- 1686 HILL CLIMBER
- 1705 A-RACERS A12

SIMULATORS

- 926 HELICOPTER
- 332 SEALANCE-SUB
- 811 CAR MANIACS
- 333 BATTLE CARS V2
- 1457 TIE FIGHTERS
- 1273 A1200 TRAINS

SPORT GAMES

- 1014 CRAZY GOLF
- 366 GOLF 18TH 2 DISK
- 630 TEN PIN BOWLING
- 1171 2 DISK C. ANGLER
- 1373 ICE HOCKEY
- 1329 BASEBALL
- 1630 INTER CRICKET
- 1659 TABLE TENNIS
- 1251 TOUR TENNIS
- 1700 9 HOLE GOLF
- 1317 A12 GON FISHN
- 1465 A12 TENNIS ZDK

HINTS & CHEATS

- 418 1000 CHEATS
- 931 BACKDOOR V3
- 821 PASSWORD MANIA
- 681 SIERRA SOLUTIONS
- 1118 UP TO DATE V1
- 1462 SOLUTIONS V2
- 1653 SOLUTIONS V3
- 1651 6 DISK SOLVES

LOGIC GAMES

- 119 DRAGON'S TILES
- 112 DRAGON'S CAVE
- 1037 MARBLES GAME
- 1035 ATOMIC GAME
- 1369 BOOMIN TECK
- 1588 5 DISK DANCE SAM
- 1787 COLOUR MANIA
- 1764 BRIDGE BALLS

LOGIC GAMES

- 294 KLACK-TRIS COLMS
- 107 TWIN-TRIS TETRIS
- 293 DR MARIO COLMS
- 597 TETRIS PRO
- 1602 SUPER-FOUL-EGG
- 1627 PILL MANIA COL
- 1742 TETS COLOURS

TETRIS - COLUMNS

- 230 SUPER PAC MAN
- 397 DELUXE PAC MAN
- 1070 PLAT MAN
- 1096 PUC MAN
- 1138 A12 CYBER MAN
- 1648 BOBS LEMON PAC
- 1346 WABES PAC MAN

PAC MAN GAMES

- 230 SUPER PAC MAN
- 397 DELUXE PAC MAN
- 1070 PLAT MAN
- 1096 PUC MAN
- 1138 A12 CYBER MAN
- 1648 BOBS LEMON PAC
- 1346 WABES PAC MAN

BREAK-OUT & PONG

- 003 MEGABALL V1
- 459 MEGABALL V2
- 559 MEGABALL 3 ALL
- 1459 CYBER-SPHERES
- 1701 BORIS BALL

BOULDERDASH GAMES

- 1572 UNDER MINES
- 1569 BUG MINES
- 1570 FRUSTY MINES
- 1527 ICE MINES PRO
- 1529 MORE YAM MINES
- 1537 GOLD MINES
- 1577 EMERALD HEADS
- 1580 EXPERT MINES
- 1582 DENMARK MINES
- 1583 STYX MINES
- 1595 NEW MINES
- 1423 MINE TRASHER
- 1689 RD-BOULD-X
- 1777 LAW MINES

PUB-CLUB GAMES

- 1073 CARD PACK
- 222 FRUIT MACHINE
- 932 MEGA FRUITS
- 375 CARDS SOLITAIRE
- 1264 CRIBBAGE PLAYER
- 1304 CHECKERS V2
- 1362 PUB DARTS
- 560 WORLD DARTS
- 1450 S.N. SNOOKER

BOARD GAMES

- 910 NEW MONOPOLY STAT
- 032 MONOPOLY USA
- 631 SCRABBLE
- 296 RISK (GLOBE WAR)
- 476 CHESS GAMES
- 1443 L & LADDERS

ADVENTURE GAMES

- 116 STAR TREK 2 DISK
- 297 NEIGHBOURS 2 DISK
- 1284 2 DISK BLACK DAWN
- 1753 A1200 GLOOM

STRATEGY GAMES

- 967 COL-COL V2 NOT 1.3
- 876 GLOBAL NIJKE WAR
- 1547 SOLO-TREK
- 1623 FLEET 2 MEG
- 1671 BREED 1996
- 1503 ANGST 4 DISK

PUZZLER GAMES

- 953 CHANEGUE 2 DISK
- 914 JINX A1200 2 DISK
- 1066 MINOBENDERS V1
- 1463 FULL SCHNEBITZ
- 1550 PUZZLE PITS
- 1687 MANIA TILES

MANAGER GAMES

- 868 THE SUPER LEAGUE
- 876 SCOTTISH LEAGUE
- 310 TOP OF THE LEAGUE
- 404 METROS MANAGER
- 321 AIRPORT
- 1429 ULTIM-MANAGER
- 1763 AIR TRAFFIC
- 1771 MICRO MARK V3

QUIZ GAMES

- 1031 5 DISK STAR TREKI
- 716 POP MUSIC QUIZ
- 309 THE QUIZ MASTER
- 462 WHEEL OF FORTUNE
- 1597 QUIZ 555
- 1683 HOLLYWOOD QUIZ
- 1670 A12 DEATH ROW
- 1798 A1200 FLAGS

LOGIC GAMES

- 205 AMIGA PUNTER
- 228 PERM CHECKER
- 1210 LOTTO LUNACY
- 1594 LOTTERY SYSTEM

AMIGA LEISURE

- 205 AMIGA PUNTER
- 228 PERM CHECKER
- 1210 LOTTO LUNACY
- 1594 LOTTERY SYSTEM

A1200 MEGADEMONS

- 1146 FULL MOON
- 1315 MIND OMISTANS
- 1270 DOOM RAVES
- 1213 ART CORE
- 1271 PIXEL STORMS
- 1302 DUNGEONICS
- 1370 AGA TENEBRA
- 1685 JADE 2 DISKS
- 1752 DREAM WITH ME
- 1783 FATAL MORGANA

AMIGA MEGADEMONS

- 460 TEKNO RAVE
- 217 MEGA ALCATRAZ
- 449 2 DISK 9 FINGERS
- 1114 FUDGE AGA
- 1087 SHAKKA LAKKA
- 1105 OXYGENE V1
- 1104 2 DISK OXYGENE
- 1453 MYSTIFY
- 1785 TECHNO TRACKS

A1200 SLIDE SHOWS

- 740 4 DISK MANGA
- 1271 PIXEL STORMS
- 1193 THE LEMMINGS
- 1650 3DISK STARFLEET

AMIGA SLIDE SHOWS

- 704 REVELATIONS
- 936 AVIATION HISTORY
- 1060 3 DISK LION KING
- 1650 3DISK STARFLEET

ARTWORK PACKAGES

- 664 FUSION PAINT
- 063 ULTRAPANT
- 349 SPECTRA COLOUR
- 748 ILLUSION PAINT
- 1707 PERFECT PAINT
- 1480 A-Z PAINT PAD
- 1565 CARTOON STUDIO
- 1680 ARTIST PRO
- 1760 JNR PICCASO
- 1768 A12 ANI/STUDIO

ARTWORK PROGRAMS

- 071 GRAPHICS CON KIT
- 070 GRAPHIC UTILS
- 133 FRAC LAND BUILD
- 1460 A TO Z PAINT
- 1565 CARTOON STUDIO

ANIMATIONS

- 084 PUGGS IN SPACE
- 831 RED DWARF
- 475 BAIT MASKING
- 463 MR POTATO HEAD
- 865 TAROT MASTER 2 DISK
- 187 ANIMATION STUDIO
- 1449 BATMAN V JOKER
- 1784 BAIL OUT V3

AMIGA VIDEO

- 329 VIDEO INSCRIPT
- 290 VIDEOTRACKER 5 DISK
- 148 5-MOONIE
- 1309 2 DISK BELL PAINT

MUSIC MAKERS

- 1099 QUADRAPLAYER
- 220 FLINK KEYBOARDS
- 431 RAVE KEYBOARDS
- 729 DRUM MACHINE
- 787 SONIC DRUM KIT
- 618 MUSIC DATABASE
- 981 AUDIO ENGINEER
- 1446 PRO-WIZARD V2
- 1157 A12 A-PLAYER
- 200 E.F.X. TRACKER
- 1681 PROTRACKER 3.5
- 094 JAMCRACKER
- 1791 OCTATUTOR V5
- 1792 OCTAMIDI TUTOR

CLASSIC-POP

- 1088 MELLOW CD MIX
- 201 PIANO CLASSICS
- 234 VIVALDI 2 DISK
- 342 AMIGA-DEUS
- 213 DIGI CONCERT V2
- 248 EXPRESSION V2
- 473 RHYTHM'S DANCER
- 1029 COTTONEYE SONG
- 1147 JUKEBOX
- 1150 BETTY BOO
- 206 BLUES BROS
- 1606 AMERN NATIVES
- 1759 GUITAR BLUES

SAMPLES-MODS

- 660 KORG 01W 8 DISK
- 647 SOUND FX 3 DISK
- 619 DRUMS 2 DISK
- 1588 5 DISK DANCE SAM
- 1666 URBAN 6 DISKS
- 1541 STAR TREK

AMIGA EMULATION

- 1005 TUDE NOT 1.3
- 423 2 DISK SPECTRUM
- 889 PC EM 2 DISK
- 327 ACTION REPLAY
- 955 V3-V2 TO V1.3
- 414 V2.0 TO V3.0
- 313 V1.3 TO V2.0
- 1779 MESSY SID VOL3

DISK COPIERS

- 158 X COPY PRO
- 357 COPY AND CRACK
- 325 LOCKPICKER V2
- 416 MAVERICK V1
- 1252 LOCKPICKER V1
- 1348 COPY C NOT 1.3
- 1667 COPY & CRACK V2

HARD DRIVERS

- 779 W/B 3 INSTALL
- 780 W/B 2 INSTALL
- 621 H/D STACKER
- 665 MR BACK UP PRO
- 490 8 DISK MAGIC W/B
- 1199 GAME INSTALL V4
- 1692 A BACKUP V5
- 1674 ATAPI TO CD
- 1725 2 DISK M.U.I. 3.6
- 1770 2 DISK ERROR TALK

PRINTING

- 065 AMIGA FONT 2 DISK
- 100 PRINTER DRIVERS
- 048 PRINTING STUDIO
- 345 BANNER MAKER
- 243 AIRWORDMAKER 4 DISK
- 057 TEXT ENGINE V4
- 394 INVOICE PRINT
- 749 FORM PRINTER
- 1173 H.P. DRIVERS
- 1172 CANNON DRIVERS
- 1174 EPSON DRIVERS
- 1659 CARD & LABEL

AMIGA BUSINESS

- 832 DATABASES 2 DISK
- 092 ACCOUNT MASTER
- 691 DAILY DIARY
- 470 LITTLE OFFICE
- 244 SPREADSHEET
- 535 UK S.T.D. CODES
- 1121 REM-DATES
- 1464 DIARY 2000
- 1758 DAILY LIVING

COLOUR CLIP ART

- 637 6 DISK COL/BRUSH
- 633 7 DISK CLIP ART
- 901 9 DISK WORLD MAP

MONO CLIP ART

- 172 15 DISK PORTFOLIO
- 558 7 DISK CLIP ART

AMIGA MODEM

- 413 N. COMMS V3
- 079 OPTICOMMS V2
- 690 TERM 2 DISK
- 801 DMS PRO

PROGRAMMERS

- 288 A-BASIC TUTOR
- 481 ABOUT ARDEX
- 722 TONS OF AMOS
- 1303 DOSMAN TUTORIALS
- 1691 NORTH C

DO IT YOURSELF

- 239 SLIDESHOW MAKER
- 381 ADVENTURE MAKER
- 808 MAKE A DISK
- 242 MENU MAKER
- 1122 AGA TESTER
- 1560 F INTRO MAKER

VIRUS PROTECTION

- 506 A1200 VIRUS
- 160 M.V.K. PLUS
- 1440 VIRUS CHECK 6.4

AMIGA UTILITIES

- 1076 AGA TOOL BOX
- 612 4 DISK TOOL KIT
- 1629 UN-ARCHIVER DM

DISK & SYSTEM

- 166 SYSTEM TESTER
- 467 FILE UNDELETE
- 194 DISK OPTIMISE
- 245 FIX DISK
- 168 HARDWARE MANUAL

PAWS 1200 (Portable Amiga Workstation)



The PAWS (Portable Amiga Workstation) Kit contains Case, 10.4" Active Matrix LCD, LCD Panel Driver (NTSC and PAL), Laptop Power Supply, Ability to utilize laptop batteries that can be recharged internally (Duracell DR31 NiMH), Microtrackball, Link-It, and APS Power Management Software.

Specifications:

- Dimensions: 18"W x 12"D x 4"H, 11 pounds in weight (Fully Loaded System)
- Power: Auto-switching 110/220V external Power Supply. Internal monitoring circuit for batteries warns users of low power situation and charges batteries when system is off.
- Batteries: Duracell DR31 Laptop Batteries or Compaq Extended Life Battery.
- Battery Life: Average continuous battery life 1.25 hours. Average normal battery life 2 hours.
- LCD: 640 x 480 Active Matrix Colour Panel (10.4" Diagonal Measure)



The Gecko is an external solution to allow Amiga users to utilize standard VGA/SVGA monitors. The Gecko comes with the main unit, power supply, and cable. The Gecko connects directly to the Amiga RGB port and supports many modes.



Specifications

- Approximate Dimensions: 4"W x 6"D x 2"H
- Power: Auto-switching 110/220V external Power Supply.
- Modes: NTSC, PAL, DBL NTSC and PAL, Productivity Modes, and Video Toaster Support.

USA
Call your favourite
dealer or Silent Paw
at the numbers below

FRANCE
Serele Micro
30-42-777
30-42-7732 (F)
ISSOU

GERMANY
K & I
02-21-923-0435
02-21-23-4802 (F)
KOLN

UK
Blittersoft
01-908-261-466
01-908-261-488 (F)
MILTON KEYNES

CANADA
Legendary
519-753-6120
519-753-5052 (F)
ONTARIO



PO Box 1825, Manassas, Virginia 20108-1825

USA, 703-330-7290, 703-330-5752 (FAX)

Internet: slntpaw@ix.netcom.com, Compuserve :

GO SPAW (Amiga Vendor Forum)



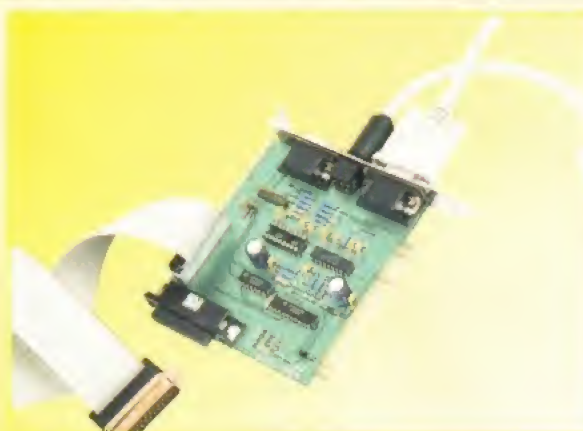
HiQ Limited

The Storage and System Design Specialists

TEL 01525 211327



HiQ Limited



Siamese System

available now from

HiQ Limited

Call on **01525 211327**

HiQ Ltd, Unit 1, Gable End, 2 The Square,
Hockliffe, Bedfordshire LU7 9NB

AT LAST – A MAGAZINE THAT TELLS YOU WHAT THE NET IS FOR!

NEW!

Internet

Know how
ONLY £2.50 WITH CD

Scared of the Net?

Internet Know How knows ALL the answers. We'll show you how to cut those costs, do useful and time-saving things online and all in an easy step-by-step fashion. Comes with a superb CD containing all you need to get connected!

FROM THE
MAKERS OF
.net



ON SALE DECEMBER 12TH

GO ON...TAKE THE PLUNGE!

MONEY BACK GUARANTEE
 You can cancel your subscription at any time and get a full refund for the copies you haven't received. This means you can enjoy Amiga Format at the best price for as long as you like.

Subscribe

to **AMIGA** FORMAT

and claim your **free disc!**

We all know that *Amiga Format* is the best magazine you can buy for your money. But it's as a subscriber that you get the best deals. Subscribe with this special offer and you'll receive a specially compiled CD featuring four of the best programs available.

ENJOY ALL THIS AS A SUBSCRIBER:

- Bonus subscriber disk packed with useful software every month.
- Subscriber-only "Backstage" newsletter.
- Never miss an issue – every one will be delivered direct to your home.
- **SAVE £££s** on a wide selection of software by taking advantage of our exclusive subscriber offers.
- Full price protection for the length of your subscription.

SUBSCRIBE FOR AS LITTLE AS £27 WITH DIRECT DEBIT.

Instead of paying for your subscription in one go you can split your payments into two easy installments of £27. If you want to pay by Direct Debit complete the mandate on the reply form on page 82 and return it to us by post today.

TO SUBSCRIBE

BY DIRECT DEBIT

Complete and return the form on page 82.
 Postage is free for UK residents.
 Direct Debit instructions cannot be sent by email or fax.

BY CHEQUE OR CREDIT CARD.

Complete and return the form on page 82.
 (Remember postage is free in the UK)

Call the **SUBSCRIBER HOTLINE** on 01225 822511*

FAX the form 01225 822523

EMAIL: subs@futurenet.co.uk*

WORLD WIDE WEB:

<http://www.futurenet.co.uk/amigaformat.html>*

*IMPORTANT: PLEASE QUOTE REFERENCE NO. **AMFP701** WHEN TELEPHONING OR EMAILING YOUR ORDER



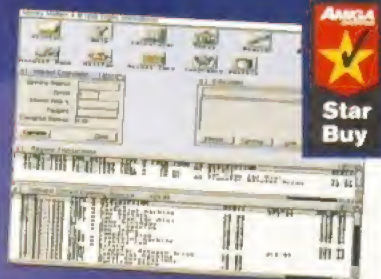
FREE COMPILATION DISC!

When you subscribe to *Amiga Format* you'll receive your CD compilation disc featuring *Money Matters 4*, *Wordworth 5*, *Organiser 2* and *Datastore 2*. All have a RRP of £49.99 so you're getting a great deal!

● MONEY MATTERS 4

Amiga Shopper 90%

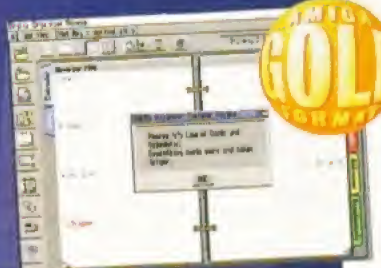
Keeping track of all your finances is easy with *Money Matters 4*. Winner of *Amiga Shopper's Star Buy* award, it's the ideal package for managing your personal or small business finances.



● ORGANISER 2

Amiga Format 92%

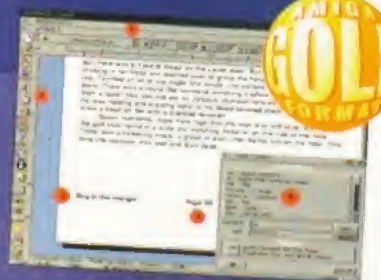
Described as the best Amiga PIM available, *Organiser 2* won an *Amiga Format Gold* award. With its simple interface and loads of clever features you'll have no excuse for ever forgetting anything again.



● WORDWORTH 5

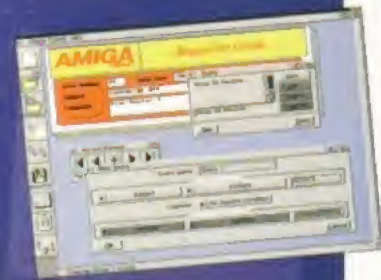
Amiga Format 92%

Hailed as "another Digira triumph" by *Amiga Format* back in April of last year, *Wordworth 5* offers versatile word processing that integrates easily with the whole family of Digira software including *Datastore 2*, *Money Matters 4* and *Organiser 2*.



● DATASTORE 2

Catalogue your video or CD collection or use *Datastore 2* to generate a detailed database for your business. Link back to *Wordworth* to produce your whole range of business correspondence including invoices and mailmerge letters. Storing information has never been easier.



* This CD requires WB 2/3, 3Mb RAM a hard drive and a CD-ROM drive.

SERIOUSLY

FAST

ECONOMY ACCELERATOR BOARD



ECONOMY BOARD ALL INCLUDE 4MB RAM

- 68030 25MHZ INCLUDING 25MHZ FPU £99.95
- 68030 33MHZ INCLUDING 33MHZ FPU £139.95
- 68030 50MHZ INCLUDING 33MHZ FPU CLOCKED UP TO 50MHZ .. £189.95

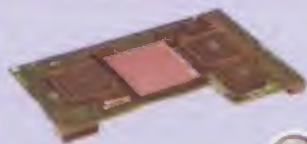
£99.95

SPECIAL

X4 SPEED CD-ROM
INC. SQUIRREL AND FREE SOFTWARE
FOR THE AMIGA 600/1200

OFFER

£179.95



FALCON BOARDS

- FALCON 68040RC 25MHZ £279.95
- 4MB SIMM 72-PIN £49.95
- 8MB SIMM 72-PIN £99.95
- 16MB SIMM 72-PIN £189.95
- SCSI ADAPTOR £29.95

ALL FALCON'S COME COMPLETE WITH A COOLING FAN



VIPER BOARDS

The Viper 33 can have up to 128MB RAM installed, full Kickstart remapping, optional SCSI-II adaptor, on-board battery backed clock, 68882 co-processor option, instruction and data burst modes.

- VIPER 33 MKII BARE £129.95
- VIPER 33 MKII 2MB £149.95
- VIPER 33 MKII 4MB £159.95
- VIPER 33 MKII 8MB £189.95
- VIPER 33 MKII 16MB £239.95
- VIPER 33 MKII SCSI ADAP. £69.95

BLIZZARD BOARDS

The Blizzard 50 can have up to 128MB of RAM installed

- BLIZZARD 50 BARE £159.95
- BLIZZARD 50 2MB £189.95
- BLIZZARD 50 4MB £209.95
- BLIZZARD 50 8MB £239.95
- BLIZZARD 50 16MB £289.95

CO-PROCESSORS

FPU's complete with crystal. State for Blizzard compatibility.

- 20MHZ FPU PLCC £20.95
- 33MHZ FPU PLCC £39.95
- 40MHZ FPU PLCC £60.95
- 50MHZ FPU PLCC £79.95
- VIPER MKI SCSI-ADAPTOR £79.95

GVP 68060/68040

A 68060 accelerator board for the A2000/4000 running at 50MHZ and allowing up to 128mb of use installable memory and a SCSI-2 hard disk controller.

- A2000 68040 25MHZ £489.95
- A2000 68040 40MHZ £589.95
- A2000 68060 0MB RAM £699.95
- A4000 68060 0MB RAM £799.95
- 4MB STANDARD ADD £99.95
- 4MB GVP RAM ADD £159.95



A500 68020EC

A 68020EC processor accelerator card for the A500 and A500+, with an option to fit a 68881 or 68882 co-processor (PLCC OR PGA). This card can fit up to 4MB FastRAM and is fully auto-config. Not compatible with GVP Hard Drive.

- 68020EC 0MB RAM £99.95
- 68020EC 4MB RAM £189.95



TURBO BOARDS

Performance 10 times of a standard A600 68020 CPU clocked at 28MHZ, 68882 FPU clocked at 28MHZ, up to 8MB FastRAM, autoconfiguring. Socket for 72-pin SIMM.

TURBO 620 £119.95



Performance 25 times of a standard A1200. 68040 CPU with 25MHZ. Up to 32MB FastRAM, autoconfiguring, socket for 72-pin SIMM.

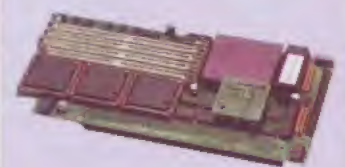
TURBO 1240 25MHZ +8MB £299.95

Performance 40 times of a standard A1200. 68060 CPU with 50MHZ. Up to 32MB FastRAM, autoconfiguring, socket for 72-pin SIMM.

TURBO 1260 50MHZ +8MB £549.95

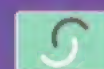
Performance 3 times of a standard A4000/040. 68040 CPU with 40MHZ. Up to 128MB FastRAM, autoconfiguring, 4 sockets for 72-pin SIMM. Specify desktop or tower version.

TURBO 4040 40MHZ £469.95



Performance 4-5 times of a standard A4000/040, suitable for the A3000 and A4000. 68060 CPU with 50MHZ, up to 128Mb FastRAM, autoconfiguring, 4 sockets for 72-pin SIMM. Specify desktop or tower version.

TURBO 4060 50MHZ £699.95



01234 273000

POWER COMPUTING LTD

44 A/B STANLEY STREET
BEDFORD MK41 7RW
TEL: 01234 273000
FAX: 01234 352207
EMAIL: sales@powerc.
demon.co.uk



PRICES INC. VAT

SEE DPS AD FOR ORDER FORM

Back Issues

Treat yourself to a back issue of **Amiga Format**. It costs just **£5** for a back issue complete with Coverdisks or **£5.50** for the new AFCD version.

CINEMA 4D 2
Render your own fantastic scenes with our free full program **WORMS THE DIRECTOR'S CUT**. Playable demo with extra weapons and loads of new visuals

ORDER CODE: **AMF91**

The jam-packed Christmas issue of AF - find out how to get the most out of your free software plus reviews of *AWeb-II* and *Worms: The Director's Cut*.

Missed AF? Don't miss out completely - order it now while stocks last...

Call our Order hotline on **01225 822511**

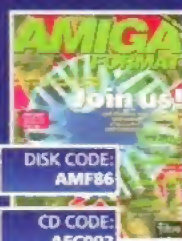
& Quote reference No: AFP701



AFCD8

The full version of *Cinema 4D2* with fonts, textures and example scenes plus the exclusive playable demo of *Worms* with loads more landscapes.

ORDER CODE: **AFC008**



DISK CODE: **AMF86**

CD CODE: **AFC002**

Coverdisks:
OctaMED
Soundstudio and a massive demo of the very latest shoot-em-up *XP8*.



DISK CODE: **AMF87**

CD CODE: **AFC003**

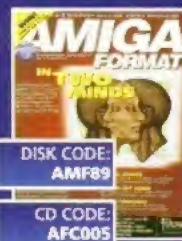
Coverdisks:
An exclusive version of the excellent font creator *TypeSmith* plus *Toyland Capers* and *Charlie Chimp*.



DISK CODE: **AMF88**

CD CODE: **AFC004**

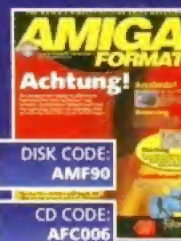
Coverdisks:
The great animation package *X-DVE*, plus *Boulderdash* clone *Herman* and *Kumquat*.



DISK CODE: **AMF89**

CD CODE: **AFC005**

Coverdisks:
Create your own personalised fonts with *Font Machine*. Plus *R3: The Art of Rocketry*.



DISK CODE: **AMF90**

CD CODE: **AFC006**

Coverdisks:
A demo of the great new art package *Art Effect*, plus try out the latest *Valhalla - The Fortress of Eve*.



DISK CODE: **AMF91**

CD CODE: **AFC007**

Coverdisks:
The full version of *DataChrome* plus *ACE BASIC 2.4* and a collection of four great games.

Priority Order Form

Personal Details

Mr/Ms Initials Surname

Address

Postcode

Daytime tel no.

European subscribers quote your EC VAT reg no.

Subscription to start? (Issue no)

Subscriber Number (if applicable)

Please start my Subscription at the new discount rate ticked below

	DD	CD		
6 Issues* Direct Debit (UK only)	<input type="checkbox"/>	<input type="checkbox"/>	£27.00	£33
12 Issues* UK (Standard/Direct Debit)	<input type="checkbox"/>	<input type="checkbox"/>	£54.00	£66.00
12 Issues Europe	<input type="checkbox"/>	<input type="checkbox"/>	£66	£78
12 Issues Rest of World	<input type="checkbox"/>	<input type="checkbox"/>	£80	£92
24 Issues UK	<input type="checkbox"/>	<input type="checkbox"/>	£108.00	£132.00

6 and 12 issue Direct Debit prices are available to UK based readers with a UK bank account. Overseas prices quoted are for airmail only.

*If you are paying for your subscription to Amiga Format by Direct Debit please enclose a separate payment by cheque or credit card for your mail order purchases.

Please send me my free compilation disk (if you choose to subscribe for 12 issues)

CD

Please choose your method of payment

1. **Direct Debit.** Paying by Direct Debit is the easy way to pay. The full amount of your subscription will be deducted in advance and in one lump sum. Please complete the mandate at the bottom of this form.

Please note: If you are paying for your subscription by Direct Debit, you must enclose a separate payment by credit card or cheque for any mail order purchases.

2. **Cheque** (payable to Future Publishing Ltd. Sterling cheques on a UK A/C Only)

3. **Visa** **Access**

Card no Expires /

Signature Date



Instruction to your Bank or Building Society to pay Direct Debits. Originator's Identification No.

9 3 0 7 6 3

1. Name and full postal address of your Bank or Building Society branch

To: The Manager (Bank name)

Address

Postcode

2. Name(s) of account holder(s)

Future Publishing Co. ref no. (for office use only)

3. Branch sort code

4. Bank or Building Society account number

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee

Signature(s) Date

Banks and Building Societies may not accept Direct Debit instructions for some types of account

Please tick this box if you would prefer not to receive information on other offers **AFP701**

Back Issues, Special Offers And Books

Description	Quantity	Price	Order code
Total amount enclosed (Subscription and/or mail order)	£		

UK READERS SHOULD RETURN THIS COUPON BY FREEPOST TO: **AMIGA FORMAT SUBSCRIPTIONS, FUTURE PUBLISHING LTD, FREEPOST BS4900, SOMERTON, SOMERSET TA11 6BR**

OVERSEAS READERS SHOULD RETURN THIS COUPON (POSTAGE PAYABLE) TO: **AMIGA FORMAT SUBSCRIPTIONS, FUTURE PUBLISHING LTD, CARY COURT, SOMERTON, SOMERSET, UK, TA11 6TB**



The Internet is a whole new world of exciting things just waiting to be discovered. Providing, that is, you can get through.

Karen aims to connect you first time, every time.

Here at NETCOM, Karen makes sure you do just that. You see, she helps us to operate more modems per customer than other Internet Service Providers – which means you should never hear the engaged tone.

Our huge web cache in Bracknell (which is packed with all the most popular sites and games) also means you don't end up trying to connect to the same server at the same time as six million other surfers.

You'll also always be able to get through to our helpline if you get stuck, as our technical support staff are here 24 hours a day, 365 days a year.

Karen and her modems also save you money. Because they're the fastest available, you'll spend less time on-line downloading files and so have smaller phone bills. Not that you'll be spending a lot of money; all we ask is a flat fee of just £14.95 a month (including VAT) and you can have your first month for a special introductory price of just £5.95.

If you'd like to get more out of the Net with NETCOM call, fax, apply at our web site or send us the coupon below. We'll then send you your free copy of NETCOMplete Amiga that'll have you better connected within 10 minutes.



Call: 0800 973 001 Fax: 0645 123 512 Apply at: <http://www.netcom.net.uk>

The Internet people it's easier to get on with

PLEASE SEND ME MY FREE COPY OF NETCOMplete™ Amiga on diskette. When I register, I will receive my first month for £5.95. I'll be using the Net for business pleasure bit of both. Send completed coupon to: Netcom Internet Limited, Freepost TK 2238, Box 512, 28 Old Brompton Road, South Kensington, London SW7 3BR.

Name: Mr/Mrs/Miss/Ms _____

Address: _____

Postcode: _____ Telephone: _____

NETCOM and NETCOMplete are trademarks of NETCOM On-Line Communication Services Inc. All other brand names and trademarks are fully recognised as the property of their respective owners.

From time to time we may pass your name on to other, carefully selected companies who may wish to mail you with offers. Please tick here if you prefer not to receive such information.

RGW01

SILICA 37 STORES NATIONWIDE!

SAVE £50

Q-DRIVE

For The

AMIGA A1200



FREE
MEETING PEARLS 3 CD-ROM

Quad Speed CD-ROM DRIVE

- Connects to PCMCIA Port
- Plays Data, Music CDs & Kodak Photo CDs
- Runs Most CD³² Programs
- Multi-session & Multi-tasking Mode
- **FREE** Software CD Included
- Headphone Socket and Volume Control

RRP
~~£199~~
Inc VAT

ONLY
£149
Inc VAT - CCD 0240

QUALITY ACCESSORIES AND PERIPHERALS

14" COLOUR MONITOR



AMIGA M-1438S For All Amigas
 ● 14", .28mm Dot Pitch
 ● Built-In Stereo Speakers
 ● 15KHz-40KHz
 ● RGB Analog
 ● Power & Audio Cables
£299
Inc VAT - MON 5143

17" COLOUR MONITOR

AMIGA M-1764 For All Amigas
 ● 17", .28mm Dot Pitch
 ● 15KHz-64KHz
 ● RGB Analog
 ● Power & Audio Cables
£799
Inc VAT - MON 5177

540Mb HARD DRIVE



Seagate
 ● 540Mb, 2.5" Hard Drive
 ● GVP Software
 ● Screws and Cable
 RRP ~~£289~~
£159
Inc VAT - HAR 0354

REPLACEMENT FLOPPY



For the A600/A1200
 ● 3.5" Internal Drive
 ● Includes Full Fitting Instructions
 RRP ~~£49~~
£44
Inc VAT - DRI 3605

TECNO PLUS

ACCESSORIES

DISK STORAGE

Holds 10 x 3.5" Disks

£2.99
Inc VAT - DIA 3112

CD STORAGE

Holds Single or Double CDs

£7.99
Inc VAT - DIA 9611

10WATT SPEAKERS

Power Sound 3
 ● 10 Watts Max Power
 ● PSU Required
£6.99
Inc VAT - SPK 5705

30WATT SPEAKERS

Power Sound 4
 ● 30 Watts Max Power
 ● Magnetically Shielded
£14.99
Inc VAT - SPK 5721

MINI-VACUUM

● Easy to use Hand Held Unit
 ● Includes Bag and Attachments
 ● Can be used to 'Suck' or 'Blow'
 ● Uses 4 AA Batteries (not inc.)

£9.99
Inc VAT - MDA 9971

AMIGA A1200 COMPUTERS



- Amiga A1200 Computer - 2Mb RAM
- 3.5" Floppy Drive
- Mouse and Power Supply
- 2.5" 170Mb Hard Drive Option
- Software Suite Included

A1200 COMPUTER
£399 AMC 3039
Inc VAT

A1200 COMPUTER + 170Mb HD
£499 AMC 3199
Inc VAT

TOP SOFTWARE

- ALIEN BREED KILLING GROUNDS**
ASA 4222 RRP £29.95 **£24.95** Inc VAT
- MINI OFFICE**
ASM 5422 RRP £50.95 **£39.95** Inc VAT
- MONEY MATTERS 4**
ASM 7412 **£49.95** Inc VAT
- SCALA MULTIMEDIA**
ASS 1042 **£299** Inc VAT
- SENSIBLE WORLD OF SOCCER**
ASS 2741 RRP £24.95 **£17.95** Inc VAT
- SENSIBLE GOLF**
ASS 2752 RRP £29.95 **£19.95** Inc VAT
- SLAMTILT**
ASS 5002 **£29.95** Inc VAT
- SPERIS LEGACY**
ASS 6922 RRP £29.95 **£9.95** Inc VAT
- TOTAL FOOTBALL**
AST4642 RRP £29.95 **£24.95** Inc VAT
- WORDWORTH V5**
ASW 6040 **£79.95** Inc VAT
- WORMS**
ASW 6192 **£24.95** Inc VAT

SILICA

TECHNOLOGY CENTRES

MAIL ORDER & BROCHURES

01483 718100

37 STORES NATIONWIDE

with 17 in DEBENHAMS

BILLINGHAM	Silica	53 Queensway
BOLTON	Silica	16-18 Bradshawgate
BRISTOL	Debenhams	(3rd Floor), St James Barton
BUCKINGHAM	Silica	OPENING SOON
CARDIFF	Silica	Frederick Street
CHELMSFORD	Debenhams	(2nd Floor), 27 High Street
CHELTENHAM	Silica	10 Pitville Street
CHESTER	Silica	116-118 Foregate Street
CROYDON	Debenhams	(2nd Floor), 11-31 North End
DURHAM	Silica	Millburngate
EDINBURGH	Silica	141 George Street
GLASGOW	Silica	100 Stockwell Street

GLASGOW	Debenhams	(3rd Floor), 97 Argyle Street
GLOUCESTER	Debenhams	(1st/2nd Floor), Kings Square
GUILDFORD	Debenhams	(3rd Floor), Millbrook
HARROW	Debenhams	(2nd Floor), Station Road
HEADINGTON	Silica	112 London Road
HULL	Debenhams	(2nd Floor), Prospect Street
IPSWICH	Debenhams	(2nd Floor), Westgate Street
LEEDS	Silica	97-99 Vicars Lane
LEICESTER	Silica	20 Market Street
LIVERPOOL	Silica	22 Lord Street
LONDON	Silica	52 Tottenham Court Road
LONDON	Debenhams	(3rd Floor), 334 Oxford St

LONDON	*Harrods	(3rd Floor), Knightsbridge
LUTON	Debenhams	(1st Floor), Arndale Centre
MANCHESTER	Debenhams	(3rd Floor), Market Street
MANCHESTER	Silica	John Dalton Street
NEWCASTLE	Silica	17-19 Clayton Street
PLYMOUTH	Debenhams	(3rd Floor), Royal Parade
ROMFORD	Debenhams	(3rd Floor), Market Place
SHEFFIELD	Debenhams	(3rd Floor), The Moor
SHEFFIELD	Silica	Pinstone Street
SIDCUP	Silica	Silica House, Hatherley Rd
SOUTHAMPTON	Debenhams	(1st Floor), Queensway
THURROCK	Debenhams	(1st Floor), Lakeside Centre
YORK	Silica	11-13 Clifford Street

PLEASE SEND ME FURTHER INFORMATION ON AMIGA

To: Silica, AMFOR-1096-502,
 Anglo House, Forsyth Road, Woking, Surrey, GU21 5RU

Mr/Mrs/Miss/Ms: _____ Initial(s): _____

Surname: _____

Company (if applicable): _____

Address: _____

Postcode: _____

Tel (Home): _____

Tel (Work): _____

Which computer(s), if any, do you own? _____

AF CREATIVE

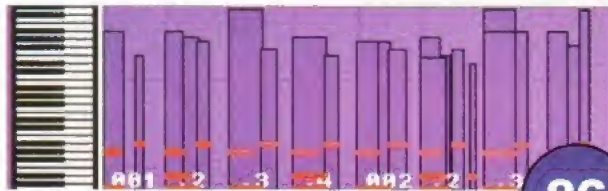


Well, what a lucky bunch of reader's you are. To kick off the new year we have instituted not one but two new series for you. The first of these is a long overdue look at *Music-X*. This featured as an AF coverdisk back in issue 68, and proved very popular due to it's great sequencing and MIDI capabilities. We did run a huge tutorial series at the time, but so many of you have asked us to run more tutorials that we have finally given in, and **Darren** sets out on a quest to fulfil your wishes this month.

Also, we have the rather long overdue second part of a series by **Jason Jordache**, concentrating on creating graphics for games. Jason's work used to appear regularly in the Gallery section, and now he has a full time job working for games developers Bullfrog (of *Syndicate* fame) - so hopefully he should know what he's talking about.

Of course, all your regular favourites are still here. **Paul Overaa** will be concluding his look at binary trees, **Graeme** attempts to fly his spacecraft, **Ben** gets all swish with digital video effects and **John Kennedy** is convinced he is still appearing in panto (well, he keeps muttering about "buttons" and things).

That should be enough to keep you going - have a really excellent new year!



MUSIC-X

Our brand new tutorial designed to help you get the most from *Music-X*.

86

DRAWING A WAGE

Have you've ever looked at games graphics and thought that you could do better? **Jason Jordache** has all the advice you need to get started in this competitive industry.



88



90

REAL 3D 2

Real 3D 2 has some really powerful animation tools. **Graeme Sandiford** shows you how to fly your spacecraft in this month's Real 3D 2 tutorial.

SEND IT IN!

We need your input. Is there something that you would like to see covered in one of the current tutorial series? Why not send your suggestion to us at the magazine. Here are some things you might like to think about:

AREXX

Comodore's excellent decision to include ARexx with Workbench was only matched by their stupidity in not documenting it properly. If you are having trouble why not write to us with a description of what you are trying to do?

PAINT PACKAGES

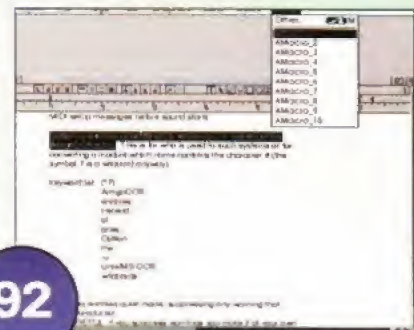
Unsure of how to get a particular effect? Do you think there must be an easier way? Our experts could help.

REAL 3D2

Is there some basic model you would like to create but don't know how to? Mr. Sandiford is master of the splines. Contact us at:
AF Creative, 30 Monmouth Street, Bath, BA1 2BW
Or email: amformat@futurenet.co.uk putting "Creative" in the subject line.

AREXX

In the second part of our recursive tree sorts tutorial **Paul Overaa** reveals how you can implement these sort trees into your own programs.

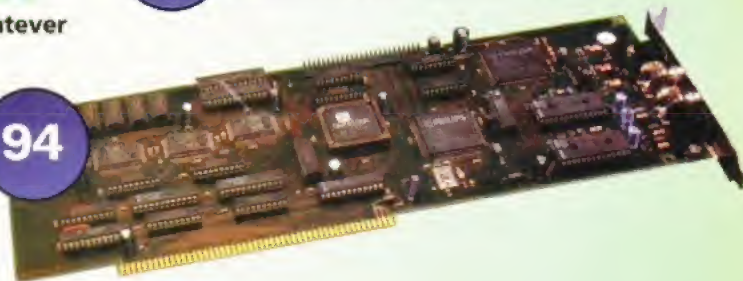


92

MULTIMEDIA

Swipes and shimmys - whatever effects you want to incorporate into your presentation, **Ben Vost** has advice on all the available programs and hardware.

94



96

BLITZ

John Kennedy buttons up and adds even more gadgets and useful controls (or general fiddly bits) to his Blitz browser.

Music-X

Find out how to really get the most out of *Music X* in the first part of our brand new tutorial. **Darren Irvine** is the man who knows his melodies.



There are other sequencing software packages available for the Amiga but you'd be hard-pushed to beat *Music-X* for sheer enjoyment of use. The current version is 2.0, but older versions (and *Music-X Jr*) share many features. These tutorials will look at getting started with *Music-X*, progressing on to more complex sequencing, and also covering some of the little tricks that can be achieved.

We'll start this month by looking at the most basic aspects of operating *Music-X*: Recording and Editing a single Play Sequence.

GETTING STARTED

Although *Music-X* does support playback of the Amiga's internal samples, as with any other sequencing package, you really need some sort of external MIDI sound module or synthesizer, to make it worth your while.

The basic unit of a *Music-X* song is the Play Sequence, and you can have up to 255 (although this is probably far more than you will ever need). In general, a Play Sequence is a group of

Music-X's screen doesn't look like much to start with, but if you're serious about Amiga music making, you'll come to love it.

bars of MIDI notes. The cunning part of the song construction technique is that a Play Sequence can contain any form of MIDI data, including other Play Sequences. This makes *Music-X* very easy to use if you like to be able to knock out a few different sequences and quickly paste them together into a song. It also lends itself remarkably well to doing different arrangements, or remixes of songs that you have written.

CONTENTS

Chapter 1:	Introduction and basic sequence recording
Chapter 2:	Basic sequence editing and creating a song
Chapter 3:	Effects - cross fading & the swing processor
Chapter 4:	Advanced song construction techniques
Chapter 5:	Conclusion - "Live" playback & Notator-X

Before you start recording tracks, it's probably a good idea to make sure the metronome is operating correctly. You can choose between the metronome playing an internal Amiga sample, playing a specific note on a specific MIDI channel, or not playing at all. Do this by clicking on the screen line where "Metronome Sequence" is displayed, on the bit that says INT, EXT or OFF.

RECORDING A PLAY SEQUENCE

Click on the BEGIN button to make sure that you start recording from the beginning of a sequence. Click on the REC and then GO and the metronome will count you in for two bars, then record everything you play to the work buffer. Play a simple kick and snare rhythm just to get started, and when you have finished, click on STOP.

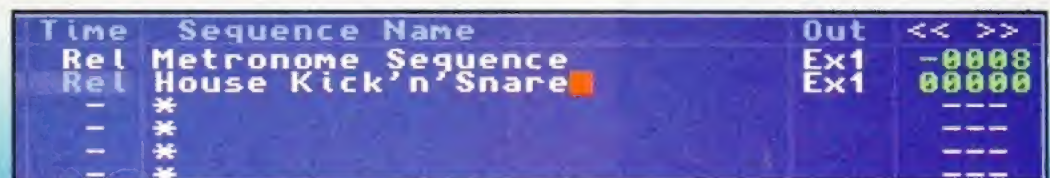
Now click on the line that represents the Play Sequence location that you want to store your track in. When it's highlighted click on STORE. Give it a meaningful name by clicking in the description area (underneath where it says "Metronome Sequence") and type in the name you want.

EDITING A PLAY SEQUENCE

When you have recorded and stored a Play Sequence, the next step is to move



When you first record and store a sequence, Music-X gives it a default name of 'Untitled'...



...This isn't very useful - giving your Play Sequences meaningful names will make things a lot easier later on.

to the *Music-X* editing screen – even if your timing is perfect, you'll still need to tidy up the end of bar marker. Highlight the sequence that you have just recorded (single click on it), and hit EDIT.

In addition to the piano keys down the left hand side of the purple screen, you will see a number of coloured dots (the actual colour of which is determined by the MIDI channel on which you recorded the sequence) and blueish/purple bars. The position of the dots represent the note played and the height of the bars represents the key velocity with which the note was played (i.e. note volume).

GRID CONTROL

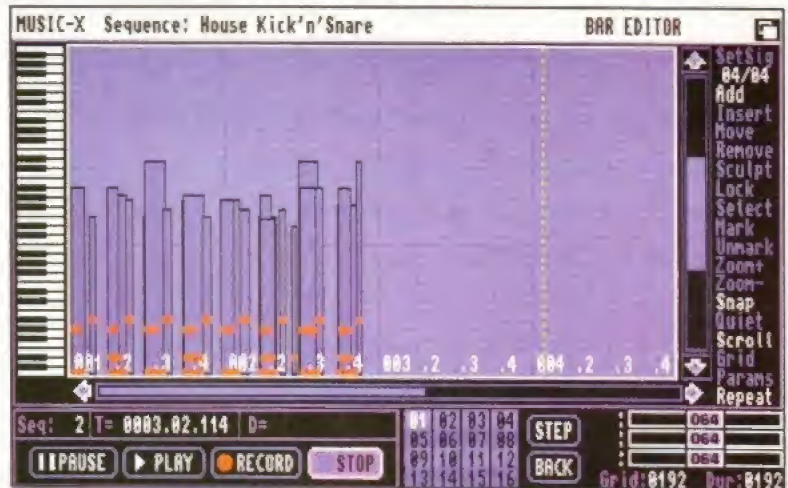
Before you go any further, it's a good idea to familiarise yourself with the Grid tool. This changes the size of notes that are affected by processes such as quantise, and it also changes the resolution to which you can move existing notes or add new ones.

When you click on Grid, you will see a requester that allows you to separately pick the resolution of note placement, and of note duration. Probably semiquavers are about right for most sequences, so click on the Semiquaver icons (a value of 48), and then on OK. If you have recorded a lot of little fiddly flourishes you may well need to set a finer note resolution.

You can playback your sequence by clicking on the tape-recorder like play control. If you find that one or two notes are incorrect, you can simply move them by first clicking on Move from the list on the right hand side of the screen, and then drag and drop any note that you wish to move. You could

This is *Music-X*'s Editing screen. The red bars represent the notes that you have played, and the height of the blue columns reflects the note velocity.

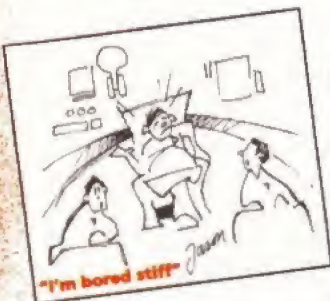
Use the Grid Size requester to set the resolution for note movement and duration within the Editing screen.





Drawing on a Wage

Think you've got some artistic talent? Jason Jordache has some advice on getting started in the computer graphics industry.



Get the ideas of your work in perspective - try to focus on a goal. Before you start creating some graphics work for the games industry it's important to look through the computer mags in the newsagents, and your own collection of games

software to think about the variety of gaming genres on offer. You should soon get an idea of the styles of graphics you may find yourself creating. It's very important to find something you enjoy whether that be cutie platformers or characters of a more twisted nature.

While it's ideal to have as large a collection of drawing methods and styles as possible, if you're trying to create something that bores then you could be setting yourself up for months of tedium.

GET CARRIED AWAY

I was lured by the excitement of games playing, somewhat mistakenly projecting that image onto actually creating games. On reading an article covering a guy who was into graphics and thinking, I could draw that, I gave him a call. Nice guy, he sent me a bag load of his work and I promised in return to send him some of mine in a week or so when "I'd finished a couple of projects I was working on." Meaning I hadn't anything to send at the time.

Grabbing an A3 pad I began to sketch. This is an organisationally wise move, because from there you can pluck out the best bits, transferring them to screen - i.e. your

sketches might only be brief, or detailed and coloured to a point of quality where straight scans can be made (though always touch them up - at the very least remove the ring of pixels from around a scanned sprite). I chose side view sprites and screens because they came naturally, fitted perfectly with certain



gaming genres and perhaps most of all were easier than three quarter perspectives and 3D. Those on this page, made in *DPaint 3*, are samples from a cutie platformer and a different style for a scene with rocky walls with platforms for the mouse character I was working on to walk over. I seem to remember the sky in the mouse platformer being a fluke. I don't normally use the smears, blends and other colour modes as I find them largely useless, but one of the few exceptions is the Shade function in the Mode menu I used for the sky.



DRAWING TIP

Beautiful 16 million colour oil paintings look great on screen, but their use in the majority of games is dubious, (though a couple of static, well drawn images are perfect for your demo disk). You could well be passed up for the guy who drew animation frames of a 32-colour sprite walking around.

You'll need some basic knowledge of *DPaint 3* for this example. Using the Color Palette requestor I created a range of several colours via the Spread function, say from yellow to dark red. Click on the yellow, click the Range button, then click on the dark red to mark off the gradient. When Shade (F5) is used from the Mode menu this range of colours will be used. To try it out, just splash a blob using one of the colours just created on screen, using normal colour mode (F2) then switch to Shade. Using a large tip press either mouse button,

while painting over the colour to cycle up and down from yellow to dark red. I made my own tip, looking like the front-slash symbol on the keyboard and picked it up as a brush. This made an effective pointer for designing clouds.

Waterfalls, platforms and characters were designed on the spare screen in *DPaint* and pasted over the background. To spice up the background, little, repetitive, moving details help add life. After a small looping anim of the background was saved, the mouse anim-brush could be added over the top and saved as a different file in case you wanted to change the layout.

DPaint tries to keep down file sizes, so an area of screen that doesn't change from frame to frame isn't re-saved each time. Only those details, like a moving character, add significantly to file sizes. A large anim with only a tiny fraction of the screen changing, would save into a relatively small file on a hard drive. ☺



Looking back these examples look flawed, but this flat little fellow came about through an experiment in fluid animation, created via pixel pushing during flicking back and forth through the *DPaint* frames. The finished anim (just his eight framed walk, other frames were kept separate) could then be picked up as an anim-brush and pasted upon a suitable background. The onion skin technique available in some graphics packages makes this process easier, where a progressively faint image of the frames surrounding the one you're actively working on are visible.

Xmas Specials: 17" Multisync Monitor/Amp/Speakers - £499.95; 28.8 Data/fax modems £99.95; SX32MK2 - £189.95; 200W PSU's & leads £59.95; CDPlus system from £139.95; A1200's for £199.95!!!

The Top-Rated Eyetech CDPlus for the A600 & A1200 4-speed and 8-speed CDROM drives



The CDPlus and SyQuest EZ135 drives

- ✓ 4- or 8- speed external CDROM unit in quality CE-approved case with heavy duty PSU.
- ✓ Leaves trapdoor free for accelerators/memory expansion
- ✓ Leaves PCMCIA slot free for digitisers, modems, samplers etc
- ✓ Easily detachable for transport
- ✓ Option to add additional HDs, CDROMs, SyQuests, Jazs, ATAPI tape streamers etc powered from the CDPlus unit
- ✓ Comes with special Eyetech 4-device EIDE buffered interface board - easily fitted in minutes with no cutting/drilling (Note that IDE CDROMs must never be directly connected to the A1200 without a buffered interface)
- ✓ Gold plated audio phono sockets at rear and front panel headphone socket and volume control
- ✓ Complete with 'Click-and-Go' installation software

What do the reviewers say?

Amiga User International - 97%
"...It all worked faultlessly..."

Amiga Format - 96%
"...An absolutely superb bit of kit..."

Amiga Shopper - 90%
"...This is a quality product..."

Amazing value:
4-speed - only £169.95
8-speed - only £199.95

Special Purchase - Limited Availability:
Upgradeable 2-speed - just £139.95

The CDPlus MiniTower & Desktop cases



Considering a PowerStation? The CDPlus is now available with an alternative, 230W, CE-approved, PC MiniTower or Desktop case (which can also power your A1200) - for only £25 extra

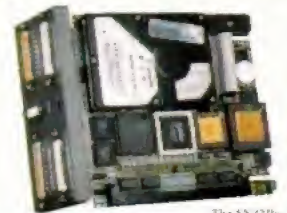
SX32Mk2 & SX32Pro Internal Expansion for the CD32 At last - the SX32 Pro is here!

- ✓ Twice the memory access speed of an A4000/40 (AIBB)
- ✓ Runs Gloom at full speed - in full screen mode!
- ✓ Make your CD32 into a high powered, portable Amiga!

The SX32Pro and SX32Mk2 add...

- ✓ 33 or 50MHz 030 MMU CPU and FPU socket (33MHz FPU socket only on the SX32Mk2)
- ✓ Simm socket for up to 64MB of 32 bit fast (60/70ns) RAM (up to 8MB fast (70ns) RAM on the SX32Mk2)
- ✓ Buffered IDE interface for internal 2.5" hard drive and second hard drive, SyQuest, Zip, Jaz or even 8 speed CDROM (optional extra on the SX32 Mk2)
- ✓ Sockets for RGB video (23 pin), VGA video (15 pin), Parallel port (25 pin), Serial port (25 pin), Floppy disk port (23 pin)
- ✓ Jumper-selectable for PC or Amiga keyboard input (external adapter on SX32Mk2)

to the CD32's existing mouse, joystick, keyboard, audio, RF, composite video and SVHS ports.



The SX32Pro

What do the reviewers say?
Amiga User Int'l "95% - Definitely Recommended"
Amiga Computing "90% - A Dream to Use"
Amiga Format "98% - A Job Well Done" Gold Award

SX32Mk2 - until Xmas - £189.95
SX32Pro-33 £299.95
SX32Pro-50 £369.95

Genuine Amiga 89-key compact keyboard £34.95
SX32 floppy, hard drives 20MB-1GB, RAM - Please ring
All models include full pictorial fitting instructions, WB3.0 & utilities on CD and 'Click-and-Go' hard drive installation diskette

17" Multisync Monitor with FREE active stereo speakers & psu - only £499.95!!! (but only while stocks last)

- ✓ Supports all Amiga & most PC modes up to 1280x1024 pixel resolution
- ✓ 15-64KHz horizontal and 50-120Hz vertical scan rates
- ✓ Automatically adjusts size and position settings on change of display mode
- ✓ CU Amiga SuperStar rating at the original RRP of £699!



EXCLUSIVE! - A superb Amiga Internet package from the World's largest independent Internet Service Provider - only from Eyetech

The Eyetech GetConnected Internet upgrade package for diskette-only A1200s - for just £199.95 including VAT

- ✓ 4MB memory expansion, V32 (14.4) modem, all cables and full installation instructions
- ✓ Complimentary 21MB hard disk with NetComplete™ software for the Amiga preinstalled
- ✓ Three months unlimited Internet, Web and email access with 1MB of your own World Wide Web space
- ✓ Internet reference book by acclaimed communications and Amiga journalist 'Wavey' Davey Winder
- ✓ Many other options are available - ring or send for further written details - eg:
- ✓ Upgrade to V34(28.8Kbps) fax/data modem - £50.00
- ✓ Upgrade to larger hard drive/memory - please ring
- ✓ GetConnected Pro - V34 modem, cables, software, 3 months unlimited usage at local call rates, 24hr technical support from NETCOM - just £179.95



Complete Software
✓ Customised Amiga software
✓ Click-and-go installation
✓ All-inclusive GetConnected hardware/software/Internet bundles only from Eyetech



Complete Access
✓ Local telephone dial-up
✓ Nationwide coverage
✓ Quality network connectivity



Complete Support
✓ 24 hours a day
✓ 7 days a week
✓ Total subscriber service



Complete Value
✓ No start-up fee
✓ Unlimited usage
✓ Fixed monthly charge

NETCOM and NETCOMPLETE are trademarks of NETCOM Online Communication Services Inc.

AMIGA HEALTH WARNING - Please read this in your own interest

If you have recently fitted - or intend to fit - an IDE/ATAPI CDROM to your A1200 (other than an Eyetech CDPlus unit) without a buffered interface then your Amiga is in risk of serious damage arising in the future. The A1200 - unlike A4000's and PC's - has NO internal IDE buffering. On the A1200 the IDE interface connects directly to the A1200 processor chip which itself has insufficient output to drive more than one IDE/ATAPI device (and only then on a short data cable) for any sustained time period. To the best of our knowledge the Eyetech CDPlus is the only A1200 ATAPI CDROM supplied with a buffered interface as standard. We are now making this 4-device buffered interface available separately for use with other kits and DIY CDROM installations.

At only £39.95 inc VAT it is a small price to pay to preserve your Amiga's health.

Amiga Driver Software for Epson Colour Printers and Scanners

EnPrint for the Stylus Colour II/III/Pro/ProXL/200/500/800/820/1500

- ✓ Unbelievable photographic quality output
- ✓ Preferences & stand-alone printing program

ScanQuix for all Epson scanners

- ✓ 24 bit scanning with full range of editing options
- ✓ Scan-to-disk option in jpeg or IFF formats
- ✓ Stand-alone use or integrates with your Art package

EnPrint v2.1.3 printer driver - only £29.95
ScanQuix v3.0 scanner s/w - only £79.95



A1200 InstantDrive Hard Disk Kits

InstantDrives are only available from Eyetech



Important Note! 3.5" hard drives - even those described as 'slim' - are usually 11/25mm high and will not fit in an A1200 without significant modifications to the case and metal shielding - which itself reduces the value of your computer. All InstantDrives from Eyetech are less than 20mm high and fit perfectly.

- ✓ Rated 99% - AUI November 1996, 95% - Amiga Format October 1996
- ✓ No hole drilling, case clipping, or shield removal required
- ✓ All drives are brand new with a 2 year warranty and come inclusive of full fitting kit and easy-to-follow pictorial instructions
- ✓ Ready-to-use with WB3.0 and over 45 top quality utilities installed and configured to the ToolsDaemon menu system
- ✓ AV drives come with a fully licensed version of Optonica's MME multimedia authoring software OR internet access software (shareware) preinstalled

1.1GB AV £199.95 2.5GB AV (3MB/s) £299.95

2.5" InstantDrives for the A600, A1200, SX32 and SX32 Pro

- 21MB Ideal for users of many CDROM software on the CDPlus and SX32 £29.95
- 256MB A super slim drive ideal for the SX32Mk2 and the A1200/A600 £129.95
- 344MB One of our most popular 2.5" drives - just a few of these left now £139.95
- 540MB A superb, super slim drive ideal for users of serious applications £169.95
- 1.08GB This top-of-the-range super slim drive is perfect for the SX32Pro £249.95

ChipUp



Rated 95% AUI Oct 1996
1MB to 2MB chip ram expansion for the A1500, A2000 and A500 computers
Now only £99.95

Eyetech Group Ltd
The Old Bank, 12 West Green, Stokesley, N Yorks TS9 5BB, UK
Tel UK: 07000 4 AMIGA
Tel Int'l: +44 (0) 1642 713 185
Fax: +44 (0) 1642 713 634
eyetech@cix.compulink.co.uk
http://www.eyetech.co.uk/~eyetech

Next day delivery to EC and USA/Canada. Worldwide deliveries in 2-6 days from receipt of faxed order and payment details. (eg SX32 next day to NYC £25.00)

Next day insured delivery charges:
Hard/floppy boards, SX32 £9 UK, £15.05 EC
CDPlus £10 UK (2 day), £19 Ireland, £29 EC
Software, cables £2.50 UK, £6.05 EC

Ring/fax/email for other delivery charges
UK bank/building society cheques, Visa, Mastercard, Switch, Delta, Connect, Postal Money orders accepted
A 3% surcharge is applicable to all credit card orders

All prices include VAT at 17.5%. No VAT on non-EC orders



DIY and Bargain Corner - for those hard-to-find parts for your Amiga expansion project

- Hard drive cables and cases**
- 2.5"-2.5" 44-way hard drive cables for A600 & A1200 £9.95
- 3.5" power & data cables for A600 & A1200 £16.95
- 3.5" full fitting kit for A600 & A1200 (contains everything) £27.95
- 3.5" external hard drive case £19.95
- 3.5" removable drive deluxe external HD case £29.95
- CDROM cables, cases and interfaces**
- 4-device buffered EIDE interface for A1200 £39.95
- 4-device EIDE interface & cable assembly for A4000 £39.95
- 44-way to 44-way + 40-way unbuffered IDE interface/adaptor £19.95
- 3x40-way IDE cable for 3.5" HD/CDROM-70cm £9.95
- Metal CDROM case (no psu) £12.95
- Power supplies and PC towers/desktops with integral psu**
- Enhanced 145W metal cased psu for A600/A1200/CD32/CDROM/external HD (fit your old lead - instructions provided) £39.95
- 200W ready-to-go A600/600/1200 psu w/ Amiga, main cables £59.95
- Mini-tower or desktop case with 230W psu, CD & HD bays £59.95
- Extension cable from psu to external HD/CDROM £9.95
- VGA 23-15 pin adaptor for A500/600/1200 £9.95
- 23-15 pin buffered VGA adapter for A4000 £24.95
- GG2+ board - use PC cards in big-box Amigas** £129.95
- Sana compliant ethernet card & drivers for GG2+ £29.95
- 1xP, 2xS, 2xIDE board & drivers for GG2+ £19.95

This Month's Specials

- Colour Video Cameras - PAL, v high quality - for Prograb etc** £149.95
- Data/fax modems with cables, psu - V32 14.4Kbps fax & data** £59.95
- V34 28800bps data, 14400bps fax, CE & BAPT approved £99.95
- 20-pin ZIP RAM 4X1 Mbit chips 60ns for A3000, '386 board etc** £12.95
- A1200 RAM boards (clock, FPU skt)** £48.95
- with 4MB RAM (add £39.95 for 33MHz FPU & crystal) £69.95
- with 8MB RAM (add £39.95 for 33MHz FPU & crystal) £89.95
- ZIP SCSI drives & cartridges - 100MB - Special Purchase** £144.95
- Stm external floppy drives, armbuses, psu-thru connector** £39.95
- Stereo speakers (pair), amp & psu for CDROM/CD32/A1200** £14.95

The Eyetech SX32 Combo Pack

This really is the Amiga bargain of a lifetime - but is only available whilst stocks last

Just look what you get!

- ✓ Brand new CD32, games controller/joystick and power supply
- ✓ SX32 with real time, battery-backed clock
- ✓ Amiga 89 key compact keyboard
- ✓ 6MB of memory (2MB chip + 4MB fast)
- ✓ 21MB hard drive and cable (upgrades to larger sizes are available - ring for details)
- ✓ WB3.0 on CD together with over 600MB of utilities, games
- ✓ Hard drive cable and partitioning, formatting and Workbench installation diskette



CD32/SX32 Combo Pack £399.95
Also available with the SX32 Pro - ring for details

Why not enhance your Combo with the ComboPlus accessory package? Buy the ComboPlus with your SX32 Combo and get a mouse, mousemat, 'First Steps' book, audio leads and 2 extra Amiga CD's for only £24.95

STOP PRESS - Special Purchase Amiga A1200's from £199.95!!!

These are tested but otherwise unused, ex-engineers backup machines in as-new condition but without retail packaging

'Bare-bones' A1200 - for an A500/A600 upgrade
- without psu, mouse, disks or manuals - only £199.95

Full A1200 - a complete Amiga A1200 system
- with psu, mouse, WB3.0 disks & manuals - only £229.95

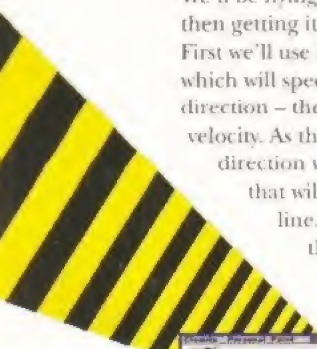


Real 3D Version 2

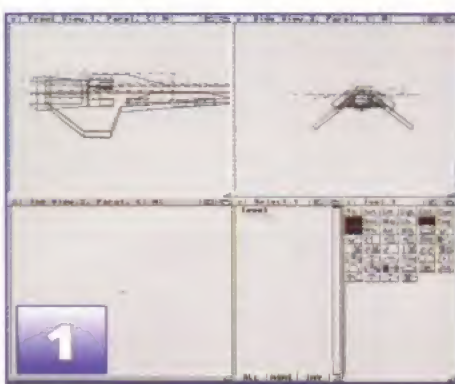
Graeme Sandiford
discovers how to make
his spacecraft fly using
Real 3D2's powerful
animation tools.

Following on from last month's installment, we'll be using the model of the antigravity craft that we built and texture-mapped. This month we'll create a track for it to race along and take our first look at *Real 3D's* phenomenal animation tools.

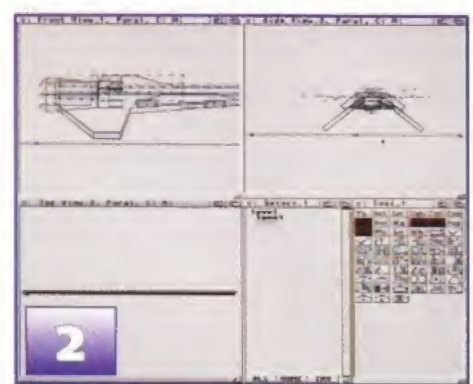
As with most good programs there are many ways of achieving the same end result. We'll be flying our ag craft down a track and then getting it to turn around and head back. First we'll use a fairly basic method, velocity, which will speed an object in a certain direction - the longer the line the greater the velocity. As this method only works in one direction we'll use a path-based method that will make the craft follow a curved line. Then we'll use a third method that will make sure that the craft is pointing in the right direction.



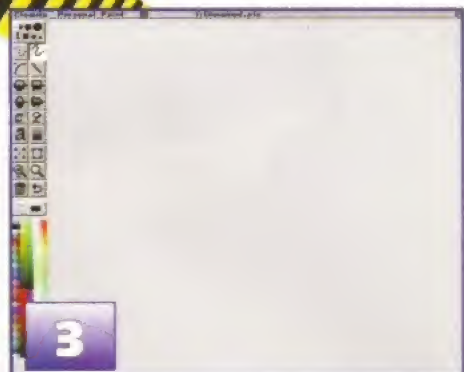
WIPEOUT 2



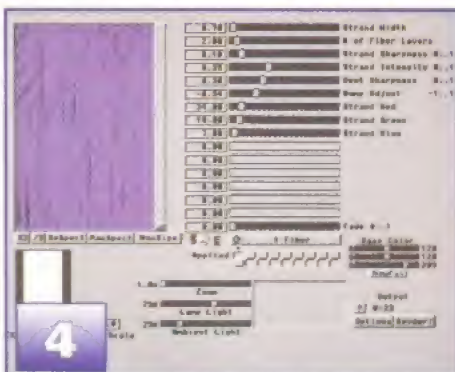
1 Load up the scene from last month's tutorial, go to the top-view and zoom out by pressing <Right-Amiga><C> and drawing a small square - the smaller the square, the greater the magnification. Repeat as needed.



2 If you have a slow machine take note of the size of the ship and delete it. Select the menu Create/Freeform/Mesh, enter a resolution of 64 and 8 and draw a rectangle, like in the image above, with two clicks.



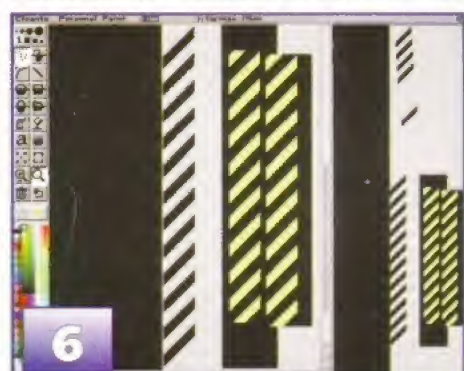
3 Save the project and, especially if you are running low on memory, quit out of *Real 3D*. Load up your favourite paint package or image processor and set about drawing an image to serve as the surface for our track.



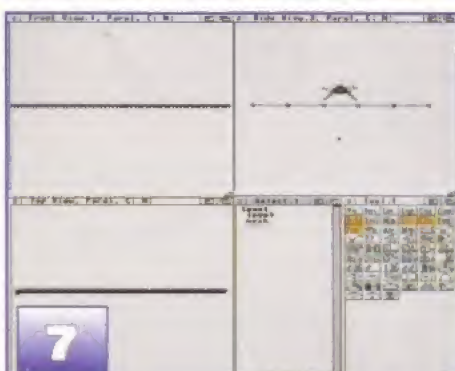
4 As usual you can do what you want without it being "wrong". I did have a nice Essence/Forge-generated Tarmac texture, but lost it, so you could try experimenting with textures like Fibre and Burnish.



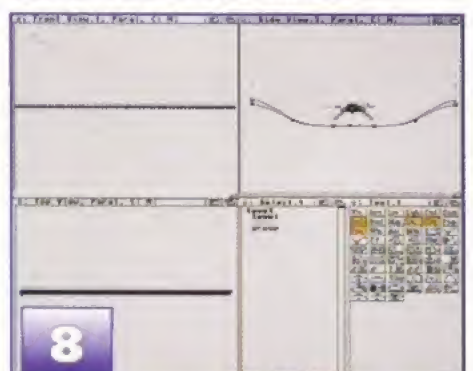
5 If you don't have this package, try to keep the image you paint random. This is best achieved with an airbrush - start with a large nozzle and dark colour and make them smaller and lighter with each pass.



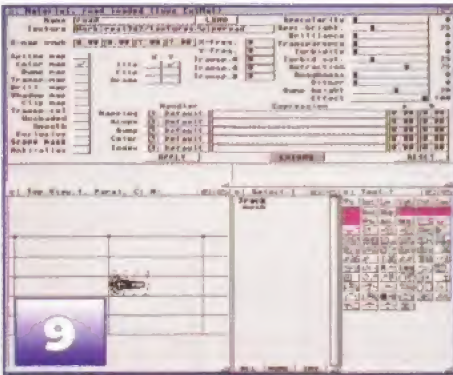
6 This is used for the main part of the track, but we will also create an embankment which will need a different image. I've gone for cliched black and yellow stripes. Create and save a brush that intersects the pattern so it tiles seamlessly.



7 Re-load *Real 3D* and your project. Go to the side-view and zoom out so that you can see the full width of the track. Select the points on the left and right edges, by shift-dragging and selecting the menu Create/Structure/Group.



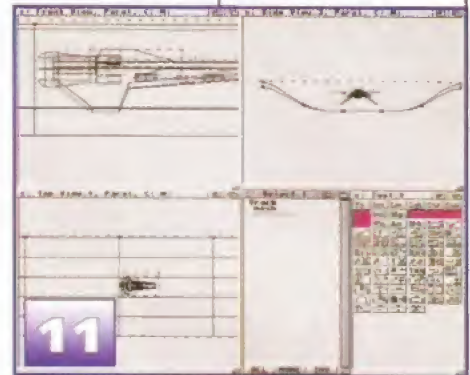
8 Select the new group and move it upwards. This will create a concave shape that is slightly rounded at the bottom. If necessary resize the track so that the bottom of the trough is about twice the width of the ship.



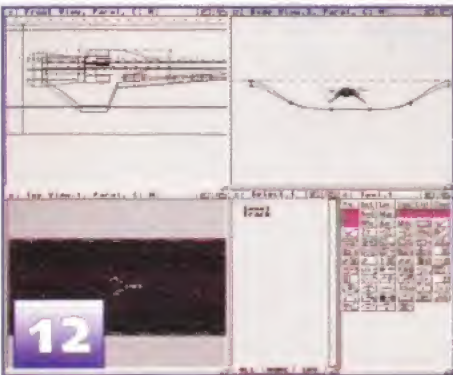
Create a new level called track - cut and paste the mesh under this level. Bring up the Material Editor, create a material called Road and load in the first texture you created and apply it as a colour map with Y tiling on.



Create another material for the embankment and load it in. Turn tiling on the Y axis on and click on the material types in the grab. Set the Y-freq to about 20 - to stretch the texture decrease this or to increase it, squash it.



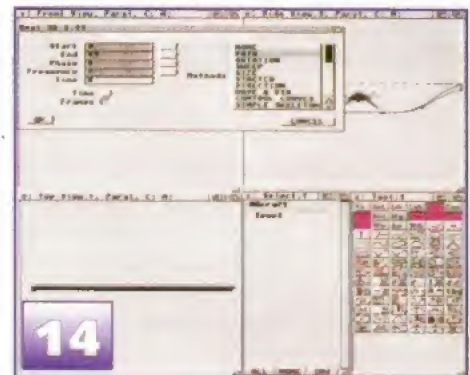
Zoom out so that you can see the whole track, select the menu Create/Mapping/Parallel, select the Road material and draw a rectangle that covers the track. Zoom in and make sure that the mapping fits properly.



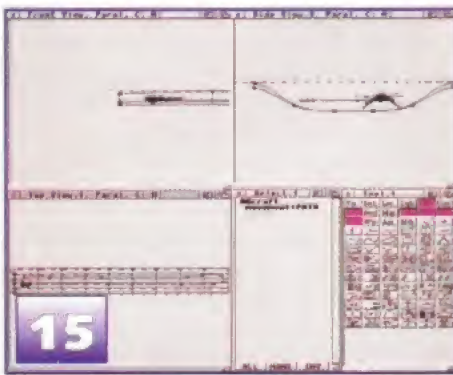
Zoom back out again and create a mapping with the embankment material. When drawing it make it narrow so that it only covers the edge of the track. Zoom in, adjust as needed, duplicate and mirror it.



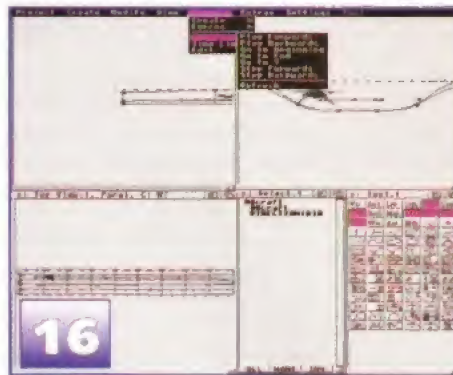
Create a new level and cut and paste the level with the craft under it. Go to the menu Modify/Properties/Velocity, draw a line down the track, select Create/Structure/Method PROCESSOR and then Animate/Control/Play forward.



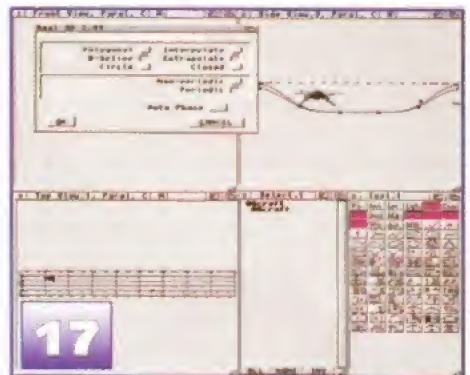
The craft will move in the direction of the line you've drawn. Press <right-amiga><u> until things are as they were before step 13. Go to the menu Create/Structure/Method and select PATH from the animation methods.



Enter the new level and select the menu Create/Controls/b-spline knot. Define a curve, starting from the craft by setting knot points, that goes part way down the track and then doubles back up to the start.



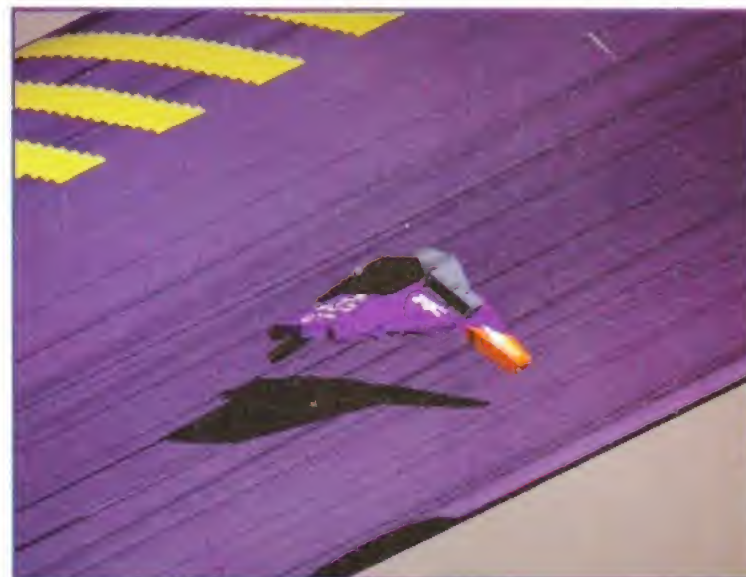
Go to the menu Animate/Control/Play Forward and the ship will begin to move down the track following the path you created earlier. However you'll notice it doesn't face the right way for the return leg.



To overcome this we'll use a different animation method. Go to the menu Animate/Create/Direction and click on the buttons B-spline, Extrapolate and Periodic on the requester that pops up.



Make sure the ag craft level is selected and then click in the top view and draw a curve like before. However now, because it follows the direction of the curve, when you animate it the ship will fly down the track and turn around.



There you go - an animated flying spacecraft.

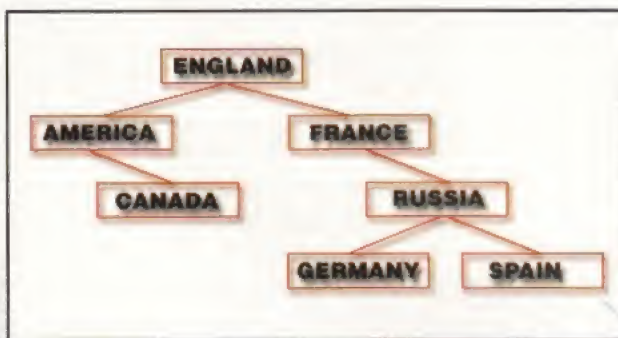
Advanced ARexx Coding

Recursive Tree Sorts Part 2

Last month's tutorial revealed how sort trees work, but how useful are they for programmers?

Recursive binary tree sorts, factorial functions – it all looks very complicated but it really isn't as difficult to grasp as it sounds. Last month we looked at ways of sorting information using these tree sorts and discovered that their structure was very similar to that of a family tree.

Now before we continue, try and draw a sort tree for the following list of seven words... ENGLAND, AMERICA, FRANCE, RUSSIA, SPAIN, GERMANY and CANADA. Use exactly the same rules as last month but this time apply them alphabetically, rather than numerically. You should end up with the following tree...



There are a few points worth making about the 'mechanics' of this tree construction process: Firstly, it was purely an arbitrary decision to make the "less than or equal to" decision correspond to the "left descendants" in the tree. We could equally well have used the reverse convention. Secondly the decision part of our rule could have been spilt into "less than" and "equal to or greater than". Again the choice was arbitrary. What was important however was that we were classifying incoming items into just one of two types – so

there was never any doubt about the exact position that an incoming item would occupy on an existing tree!

Having worked through the creation of some binary trees chances are that you appreciate the type of questions that one asks as a tree is built. You're probably also wondering what possible use such a structure can be! Well, if you think about how the trees were created you'll realise that no matter where you are in the tree, once you've reached a node with a particular value then, by following the left descendant branch, all items found will be less than (or equal to) the value of the node you started from. So by starting at the root, and continually moving to the left (until we run out of left descendants), we can find the node with the lowest value. Suppose we do this – where would we find the node containing the next highest value? The secret here is to realise that any subtree formed using the right descendant of a particular node will only contain values greater than the value of that node. So, if that lowest node has a right descendant, then all we'd need to do is move to that 'sub-tree' – and find the lowest node present in that sub-tree (again using the 'only go left' approach). If there isn't a right descendant then we have to move up to the parent of the node we were looking at because that'll be the node with the next highest value.

This type of tree searching 'jiggery-pokery' incidentally is a lot easier to understand if you have a few diagrams to refer to and the reason I've used a rather 'pictorial' approach in the tree building explanations is to let you see first hand the types of decisions that a tree-based sort routine has to make.

AN EXAMPLE AREXX RECURSIVE SORT PROGRAM

With some basic ground-rules for tree creation and searching under our belt it's time to look at some example code. Let's suppose we've got a block of text, held in a variable called text (clever eh?), that we want to convert to an alphabetically ordered list of words. Separating the words is easy – we can just use ARexx's Words() and Word() functions to collect the individual words in a compound variable like this...

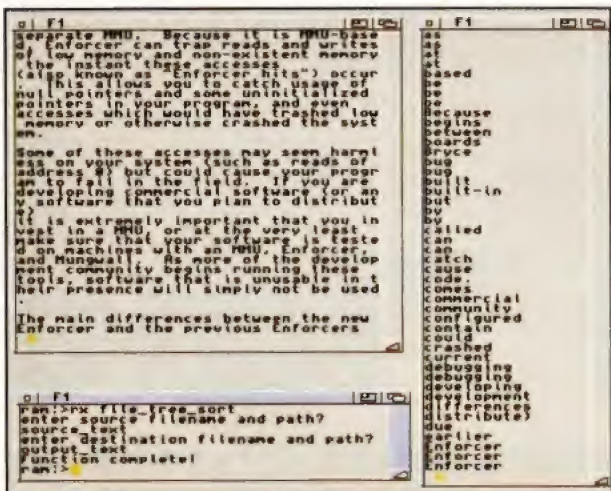
```

count=Words(text)
do i=1 to count
  word.i=Word(text,i)
end
  
```

After this loop is complete we've got our isolated set of words each of which can be identified by specifying a given index value i. The next step is to build a tree structure and of course we need some way of representing the 'tree' in memory. I'm going to use a compound variable set that consists of a stem called tree,, a node field (that in reality will contain the index number of the word being added) and left/right fields that will hold the node numbers of any



Sort macros used with word-processor programs like Final Copy could add useful new facilities.



A file sorting example script in action.

left/right descendants present. In other words we're representing the tree using this scheme...

tree.node.left
tree.node.right

By initialising the stem to zero using an initial stem.=0 statement all the left/right descendant fields will be zero (and within the finished code a zero left/right value will be taken to mean that there are no left/right descendants). Another important thing to realise at this point is that the words themselves are NOT going to be stored on the tree since this would be a waste of memory (after all - it's perfectly easy to specify and access the i'th word of the text being examined by using the expression word.i).

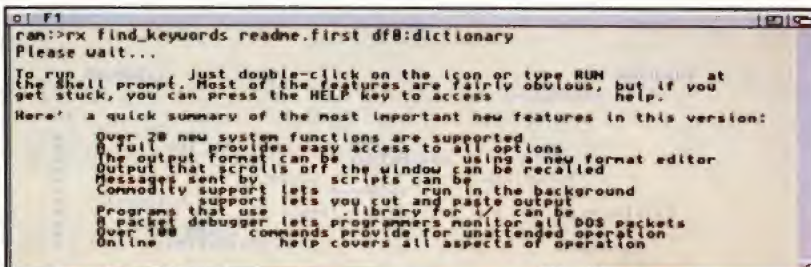
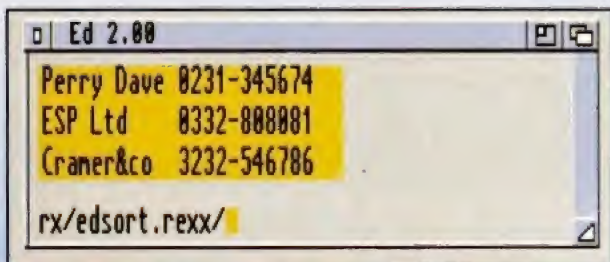
You can see how this indexing arrangement is used by looking at the BuildTree() tree building routine of the example sort program given in Listing 1. The first step is to compare word.i, the new word being added to the tree, with the node word (initially the root). If the new word is less than or equal to the node word, two things can happen: Either there is no left descendant of that node, so the new word gets specified as that left descendant using...

if tree.node.left=0 then tree.node.left=i
or there is a descendant present (as indicated by a non-zero tree.node.left value). In this latter case we make a recursive call to the same routine - only this time we're calling the BuildTree() function like this...

BuildTree(i,tree.node.left)

In other words we now starting the building process one node down - at the left descendant of the original node! Sneaky, and it does take a little thinking about, but basically this code is doing exactly the same thing that we were whilst drawing trees by hand.

Even the humble text editor ED, could be endowed with indexing facilities courtesy of an ARexx sort macro!



Sophisticated string handling, coupled with high speed sort routines, make two powerful allies for serious ARexx users!

Pretty much the same thing happens in the other half of the routine (when the 'less than or equal test' fails) only in this case we're then looking for the presence (or absence) of right descendants.

Once the tree has been built extracting the items in order is easy. Imagine that you start at the root of the tree. To print the whole tree in order you'd need to print the left subtree, then print the root, and then print the right subtree. How would you print the left subtree (which after all could contain any number of items)? Well you'd start at that first left descendant, print the subtree on the left of that node, then print the node itself (which constitutes the root of that subtree), and then print the subtree on the right of the node. This definition goes on and on... in other words it is recursive and if you look at the PrintTree() routine in the example listing you'll see that it mirrors this recursive definition exactly - basically within a loop consisting of just THREE lines of code.

AND FINALLY...

For simplicity the RX runnable tree_sort.rexx script shown in Listing 1 is just sorting a statically defined list of words. On last month's Coverdisk and this month's CD you'll find both this and an alternative version, called file_tree_sort.rexx that reads words from a selected text file and writes the sorted output to a separate file. The sort routines used are, of course, identical in both programs and although ARexx is an interpreted language (and therefore slow compared to languages like C) the speed of these routines should be quite impressive. You should also find a file sorting version of the bubble sort method and on an A4000/040 a piece of text containing 327 words took 143 seconds to sort. The tree sort did it in under 20 seconds - these differences in timings increase dramatically as the number of items being sorted gets larger.

Of course with the tree sort things are helped by the fact that the sorting is achieved without physically rearranging any of the data but the real key, the

thing that makes this magic work, is the recursive techniques used to create and search in ascending order a binary tree that holds indexes to the original list of words. So, needless to say, the next time someone asks you what possible use recursion is to the ARexx programmer, you know what to say. Better still - come up with ways of using these routines in your own scripts and macros. Who knows? You just might start some SORT of trend!

LISTING 1: A COMPLETE RECURSIVE TREE SORT PROGRAM

```
/* ----- */
/* tree_sort.rexx - recursive binary sort
tree example */
ROOT=1; tree.=0; word.="; text='just a
small piece of example text'
count=Words(text); tree.ROOT
do i=1 to count
    word.i=Word(text,i)
end
do i=2 to count
    call BuildTree(i,ROOT)
end
call PrintTree(ROOT)
exit
/* ----- */
BuildTree: Procedure expose tree. word.
parse arg i, node
if Upper(word.i)<Upper(word.node) then
do
    if tree.node.left=0 then tree.node.left=i
    else call BuildTree(i,tree.node.left)
end
else do
    if tree.node.right=0 then tree.node.right=i
    else call BuildTree(i,tree.node.right)
end
return
/* ----- */
PrintTree: Procedure expose tree. word.
parse arg node
if node =0 then
do
    call PrintTree(tree.node.left)
say word.node
call PrintTree(tree.node.right)
end
return
/* ----- */
```



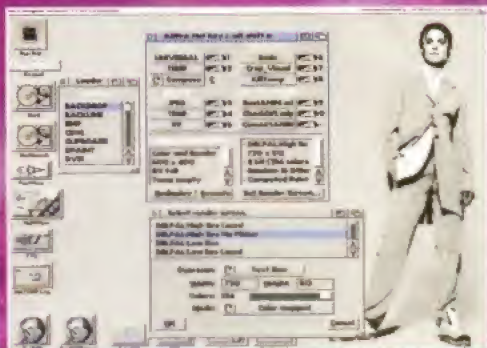
It's Bath Time

Digital effects can make all the difference to the appearance of your presentation. Ben Vost finds out just how these effective FX can be achieved.

SOFTWARE

ADPRO 2.5/MORPH PLUS

I have included these two titles in the list because they can be very effective, if somewhat difficult-to-use, DVE generators. The add-on effects that Morph Plus gives to ADPro, in particular, are of very good quality. Effects such as ripples, and spherising your images, can look very nice when used correctly. Beware though, creating them really does require some knowledge of ARexx and/or a batch processing program like Batch Factory. No price or contact number is given because ASDG no longer produce software for the Amiga but you may be able to pick up a copy second-hand.



ADPro 2.5 is still incredibly useful when you need to batch process images - as long as you know ARexx or have ProControl or Batch Factory.

ANIMAGE

169DM (about £67.60)
ProDAD 0049 746 291 134

This isn't really a DVE program, but it does allow the user to layer, fade and wipe animations over a static or moving background and as such, deserves a place in this line up. Again, it is only available through ProDAD directly since they have no English distributor.

CONTENTS

- Chapter 1: Intro. First steps and sorting out the graphics
- Chapter 2: Graphical glory - More on the visual aspects
- Chapter 3: Moving pictures - Animation and video
- Chapter 4: Sounds great - Using sound
- Chapter 5: SFX - Sprucing up with digital video effects
- Chapter 6: Incorporation - Putting it all together
- Chapter 7: Finale - The finishing touches

We're nearing the end of this preliminary phase of our multimedia tutorial. The last element to consider is the final added touches for your transitions. While *Scala* offers lots of nice wipes it isn't able to give the viewer the kind of eyeball delights that a dedicated DVE package like *Adorage* or *X-DVE* is capable of.

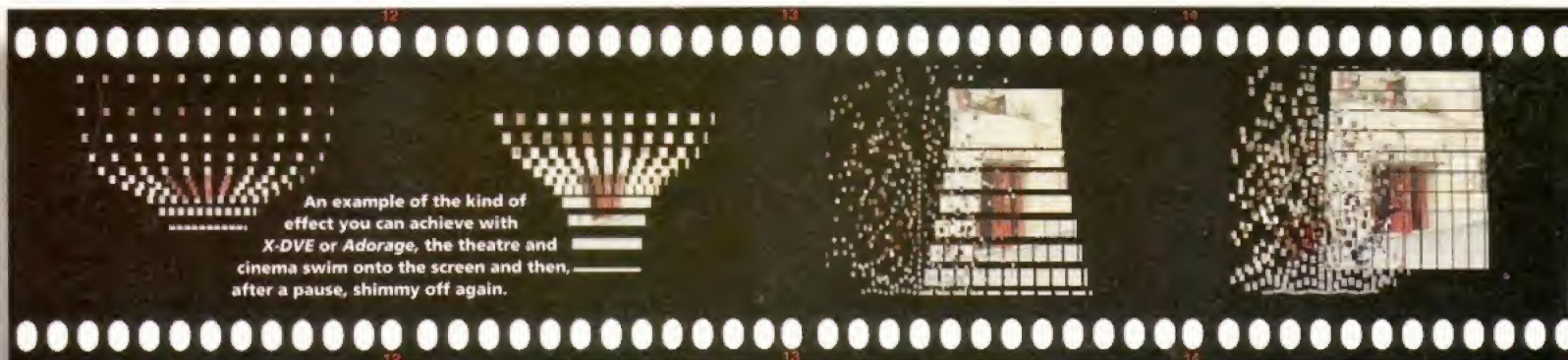
The only problem with the two aforementioned titles is that they usually use their own proprietary animation format, in order to get the best possible playback speed for the necessarily complex motions involved in digital video effects. It is possible to save out sequences from these packages as frames, or even as ANIM format files, but obviously this won't give you the silky smooth animation you require.

Unfortunately, unless you are going to be able to use an external replayer in

your package (this isn't a problem in *CanDo*, although control isn't quite so easy), this is your only solution.

KEEP IT SHORT

As a general guide, you should be careful about making your DVE's overlong or too complicated since the user is going to have to wait for them to load and some of the DVEs generated can take up to as much as 10Mb of disk space. At that rate it would be worse than having to wait for the web! Instead, try to make sure that they last no more than about a second and check playback speed on a test sample before you commit to using a particular level of resolution. By resolution here I mean that you can usually choose how many subdivisions your picture is cut into. The more you have, the slower (and larger) your animation will be in



An example of the kind of effect you can achieve with X-DVE or Adorage, the theatre and cinema swim onto the screen and then, after a pause, shimmy off again.

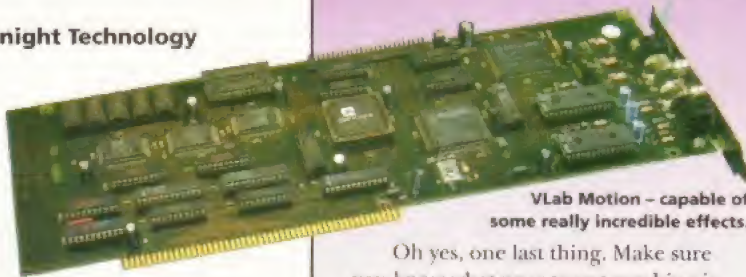
HANDY HARDWARE

VLAB MOTION

£999 FROM White Knight Technology
01920 822321

If you're aiming at really high-end multimedia production, then this board will certainly help you in your endeavours. Able to capture full-frame video at 25fps, the VLab Motion is ideally suited for converting your 3D animations into video, or your video footage into animation. I know we covered video capture in a previous chapter of this tutorial, but the reason VLab Motion deserves another mention is its splendid timeline method of adding effects to footage, some of which are incredible to look at.

This tool comes with no savers for animation formats like CDXL, but does have a full ARexx port so converting frames into the correct format should pose no obstacle. The only problem with VLab Motion is that MacroSystem, its creators, are no longer making it, preferring instead to concentrate on their Draco and Casablanca systems...



VLab Motion - capable of some really incredible effects.

Oh yes, one last thing. Make sure you know what your target machine is going to be capable of. It's going to do your patience no good whatsoever if you spend the next two days creating a high movement, Ham8 animation that won't run on a standard A500+. If it's relevant and at all possible, try the animation on a low spec machine (you could take the accelerator out of your A1200, for instance). If nothing else, it will help to prevent nasty timing problems from occurring.

Next month sees us going through the actual process required to put all the stuff we've been doing for the past five months together. Although we don't have the wherewithal to devote a tutorial to each of the packages you can use we will have a table comparing the main offerings against each other, just so you can be sure that you will be using the right package for your needs. ☺

ANIM5 format because there will be more happening on screen at any given moment.

KEEP IT SIMPLE

Remember also that a DVE doesn't have to be flashy twirling pixels floating flag-like in space before twisting in on themselves to reveal your picture. It can be something as simple and effective as a fade or wipe. You'll say that *Scala* can do a very nice, very smooth fade and yes it can, but what if, because of other aspects of your production, you end up needing to use *CanDo* as your primary compilation tool. Even if you are using *Scala*, a cross fade can be even more impressive since *Scala* only allows for a limited number of colours in text to be faded between, whereas an animation frees you from that sort of limitation.

Another point to remember is that you don't have to restrict yourself to the dedicated DVE packages. Why not take a plane in *Lightwave*, map your image onto it and then explode it or use a clip map to eat away at it over time. You could also use *ImageF/X* or *ADPro* to reduce the number of colours in your picture over time to two, and then use a morphing package to turn that two colour image into another that you colour reduced. DVE's don't have to be limited to the ones you are given, you can make them up for yourself.



the smoothness of the playback achievable with the program. Unfortunately, that smoothness relies on the XFA animation format which has to be foregone in order to comply with *Scala*'s file format requirements.

X-DVE. Easy effects, but they take a long time to render, even on an '040.

SOFTWARE

ADORAGE 169DM

(about £67.60)

ProDAD 0049 746 291 134

Adorage was the first DVE package to surface for the Amiga and very good it was too. The current version supports even more different effects, but has no English distributor, much like ProDAD's other packages. By default *Adorage* saves its effects in the SSA format shared by ProDAD's other packages but can be forced to save as frames or as an ANIM5 file.

X-DVE

(X-DVE 1 was on issue 88's coverdisk)

X-DVE 2.5 £39.99 (through AF)

This Italian program really lit our Dave Taylor's fires. He enthused over its splendid features and waxed lyrical at

CHAPTER FIVE



EQUIPMENT UPDATE

Since we started this tutorial series there have been a few changes in the line up of tools that can be used for your production. One of the main changes comes in the video capture section where two new products based around the same main bit of hardware have entered the market.

Omnilink are busy working on an adaptor to enable Amiga users to use the extremely popular Connectix QuickCam to capture Lo-Res video and audio in 16 or 64 greyscales and output it as ANIM and CDXL with sound.

The camera itself is a little ball that sits in a cradle and you need no other cables since it just plugs straight into your parallel port. You don't even need a power cable because the QuickCam only draws 350 milliwatts - a power requirement the Amiga's parallel port can easily fulfil. We hope to have a definitive review of the systems as soon as possible.

AQCvid from Omnilink Corp.
Price (not including QuickCam @ \$94.99) \$59.99
Tel: 001 718 805 2601
Fax: 001 718 805 2601
email: sales@olnk.com

Cocktel takes the basic idea of using one of the cheap video conferencing cameras like AQCvid, but builds on the idea by giving the user the opportunity for video-phone-like performance through a modem link.

You will still be able to save out your sessions, but it remains to be seen in what format it will be in. Additionally, Cocktel is designed to work with colour cameras and can be used with proper video cameras as well as the little video conferencing jobbies.

Cocktel from ProDAD.
Price about £300 for camera, digitiser card and software, less if you only require individual parts.
0049 746 291 134



Blitz Tutorial

A program isn't completely dressed without buttons says John Kennedy.

We've put some pictures in and tidied up a bit - now it's time for some buttons. The buttons we'll use for our Blitz Browser are based on images, and unsurprisingly that requires some images to work with. So get out your favourite paint package and start drawing. We need a button for scrolling up, a button for scrolling down and a button for switching images on and off.

Blitz lets us use two separate images for each button, and this allows us to create a little 3D effect by using shading around the button edges. The first image is shown as a default, and when the button is clicked, the second image is shown.

Perhaps the easiest way to start is to pinch some buttons from the Workbench, like these taken from a standard window:

The best place to pinch potential gadget graphics is the Workbench. Use your paint package's ability to grab other open screens.



After a bit of work, you should end up with images better than these. Notice how the pairs are exactly the same, except for the swapping of the white and black shades which make up the outline. You can use different colours if you wish to make them stand out a bit more, but don't go overboard. Remember, the point of the gadget is to make things easier for the user: not to make the screen display look more technical and important.

Use the gadgets you grabbed as a basis for your own designs. Remember to keep them simple otherwise they lose their point.



Blitz requires that the images used with the gadgets are dealt with as Shapes, and this makes it quite straightforward to load them into your program. In fact, all you need to do is carefully cut out each button as a brush in your paint program, and then save them to the same directory as your Blitz program, in normal IFF format. Try to use the same palette for each brush to avoid strange colour changes when you load them into the program.

Here is how you can include the Shapes into your Blitz program:

```
LoadShape 0, "up1.iff"
LoadShape 1, "up2.iff"
LoadShape 2, "down1.iff"
LoadShape 3, "down2.iff"
LoadShape 4, "image1.iff"
LoadShape 5, "image2.iff"
```

As we are now using Shapes 0 to 5, we need to change the reference in the picture drawing routine to use Shape 6 instead of Shape 0. If you don't remember to do this, weird things will happen when you click on the UP button after loading a page with a graphic image. To create gadgets from the shapes, use the following code:

```
ShapeGadget 0,614,221,0,2,0,1 ; Scroll up
ShapeGadget 0,614,232,0,3,2,3 ; Scroll down
ShapeGadget 0,614,210,1,4,4,5 ; Images on/off
```

You can see that the Image gadget is slightly different in that it has an extra 1 where the other gadgets have a 0. This is the flag which stands for "toggle on/off". When you click on the Image gadget it's going to lock to an on position or to an off position, rather than simply click in for an instant like the up and down buttons.

As we specified the same gadget list as the existing proportional gadget, the buttons will automatically be attached to the same window. Make sure you remember to shorten the scroll bar and its border a little to make room for the three new buttons. Each of these gadgets was 11 pixels high.

DETECTION

To detect which gadgets are clicked, we need to add some code to the main loop in our program. So far we have used this loop to watch out for menu usage, and also clicks on the scrolling gadget. Now we need to expand it to react to the other gadgets being pressed.

To start with, we'll need to filter the messages a little more finely. Up until now there was only one gadget, and so we didn't need to work out which one had been pressed. That's changed, and so we need to include a Select GadgetHit command, in the same way in which we detect individual menus with a Select MenuHit command. Here is the changed listing:

Case \$40

Select GadgetHit

```
Case 1 ; Scroll bar clicked
y.w=VPropPot(0,1)*height
PositionSuperBitMap 0,y.w
```

```
Case 2 ; Click on up button
Case 3 ; Click on down button
Case 4 ; Click on Image button
End Select
```

As you can see it's merely another Select/End Select statement and some Cases to check for each gadget. We can use the existing code for the Scroll bar, because it works in the same way it always did.

ACTION!

Now it's time to make the buttons do something. Let's start with the Images button. If this is switched on (which is the default) then any graphics are displayed. If it's switched off then they won't be displayed. First of all, let's create a global variable at the start of the program which remembers the state On or Off. Using Blitz's built in On and Off values helps us avoid having to use numbers which can get confusing.

```
; Global variable
images=On
```

Now here's the code you place after the Case statement which detects the Image button being pressed. As you can see, it toggles the value between On and Off.

```
If images=On Then images=Off Else images=On
```




Finally, we should alter the Picture drawing code to take note of the state of the "images" variable. I'm going to tie this in with the code for a broken image, that is, an image which cannot be loaded. You might want to create a new section which draws an outline of the correct size instead. Here's the changed section of the program:

```
If n$="broken" OR images=Off
  y=WCursorY
  x=WCursorX
  WBox x,y,x+16,y+16,2
  WLine x,y,x+16,y+16,1
  WLine x,y+16,x+16,y,1
  Else ; Load in image as a "shape"

  LoadShape 6,n$

  ; Place shape in main bitmap

  y=WCursorY
  x=WCursorX

  WBlit 6,x,y

End If
```

You can see that this section also changes the LoadShape from 0 to 6, as mentioned previously.

MOVE IT

Now it's time to deal with the up and down gadgets. We need to make the window scroll up and down depending on which button is pressed. This shouldn't be very hard – we've already been using the scroll bar to do much the same thing.

Here's how it's done. First of all we get the current value from the scroll bar's proportional gadget. This is always in the range 0 to 1 (don't get confused with the 0 and 1 in the `r=VPropPot(0,1)` command though – here the 0 and 1 refer to the gadget list and gadget number respectively).

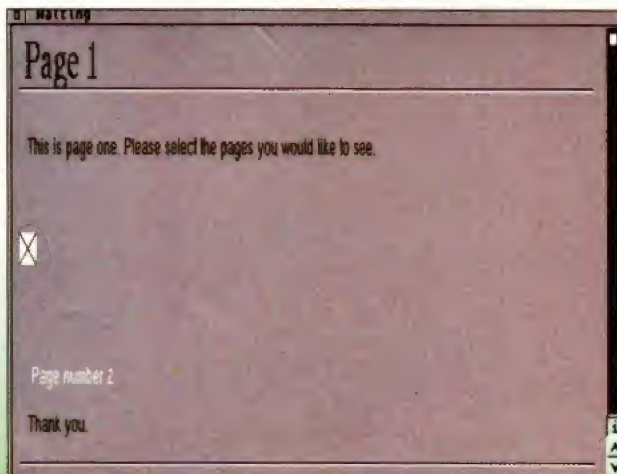
We then alter the value returned by a smidgen, and re-adjust the scroll gadget so it's knob moves to the right location. Then we scale up the value and use it to adjust the SuperBitmap, which effectively scrolls the display for us. We must remember to use Redraw to update the appearance of the gadget.

Here's the listing for the Up button. This is placed after the relevant Case statement in the main loop.

```
p=VPropPot(0,1)
If p>0.02 Then p=p-0.02
y.w=p*height
SetVProp 0,1,p,(10/height)
Redraw 0,1
PositionSuperBitmap 0,y.w
```

Here's what the program looks like so far:

Hey, looking good. Are there enough buttons? Naw, let's add some more...



CALL ME BUTTONS...

Of course, you should feel free to add more buttons to the program – as long as they make it easier to use. For example, you might want to create some buttons which move immediately to the top and bottom of the document or that can return you to the previously loaded HTML page. Design and save the buttons as before. Here is the source code for loading and making them into gadgets. Again, you'll find that the scroll bar needs to be shrunk to accommodate them.

```
LoadShape 0,"up1.iff"
LoadShape 1,"up2.iff"
LoadShape 2,"down1.iff"
LoadShape 3,"down2.iff"
LoadShape 4,"image1.iff"
LoadShape 5,"image2.iff"
LoadShape 6,"top1.iff"
LoadShape 7,"top2.iff"
LoadShape 8,"bottom1.iff"
LoadShape 9,"bottom2.iff"
LoadShape 10,"back1.iff"
LoadShape 11,"back2.iff"
```

```
ShapeGadget 0,614,199,0,2,0,1 ; Scroll up
ShapeGadget 0,614,210,0,3,2,3 ; Scroll down
ShapeGadget 0,614,177,1,4,4,5 ; Images on/off
ShapeGadget 0,614,188,0,5,6,7 ; Top of page
ShapeGadget 0,614,221,0,6,8,9 ; Bottom of page
ShapeGadget 0,614,232,0,7,10,11 ; Previous page
```

The code for moving to the beginning and end of the document is quite easy. Here it is, including the extra Case statements you need to include in the main loop:

```
Case 5 ; Top of document

  SetVProp 0,1,0,(10/height)
  Redraw 0,1
  PositionSuperBitmap 0,0

Case 6 ; Bottom of document

  SetVProp 0,1,1,(10/height)
  Redraw 0,1
  PositionSuperBitmap 0,height
```

As for the "move to previous document" button, well that's slightly more tricky. Technically you should create a linked list of pages, and add a new link every time a new page is loaded. I'll leave that for you to do yourself. Here I'm only going to store the previous page, that's all. So if you load page 1, move to page 2, then clicking on the previous page button brings back page 1. Clicking on it again brings back page 2, and so on.

One change I've made is to include a search for a default page called "home.html". If this document exists, it's loaded by the Browser when it first starts. This makes it easy to create an index of often used pages. OK, so here are a few more global variables:

```
; Global variable

images=On
previous$="NULL"
current$="home.html"
```

Now here is the altered lines in the Load() function:

```
SHARED previous$
SHARED current$
previous$=current$
current$=p$
```

Nothing too clever here: the variables are SHARED (if not, the Load() function would make up its own variables of the same name) and then the previous page address updated.

Finally here is the GadgetHit code which occurs when you click on the Back button.

```
Case 7 ; Previous document
  If load(previous$)=True Then
  Gosub process
```

Here's what the new Browser looks like, complete with half a dozen buttons:



Six buttons are probably enough. Try re-positioning them at the top of the screen.

That's probably enough buttons to be going on with! By next month we should have the brand new *Blitz Support Suite* in, and we might even be able to start taking advantage of its many features. For the complete source code developed this month, check the Coverdisc.



Mail Bag

Send your letters to: Letters To The Editor, *Amiga Format*
30 Monmouth Street • Bath • Avon • BA1 2BW.

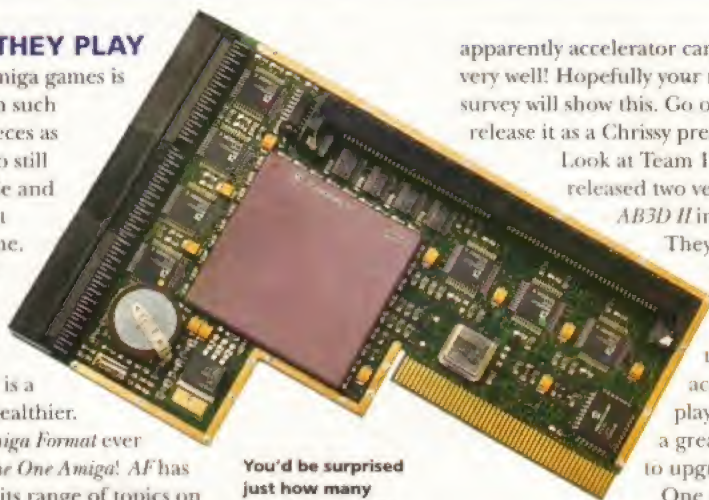
THE GAMES THEY PLAY

The lack of new Amiga games is obvious, apart from such stunning masterpieces as *AB3D II*, but you do still find what's available and review them until it hurts and then some. Plus, with all these independent software houses springing up, the Screenplay section is a bit chunkier and healthier.

I have read *Amiga Format* ever since the loss of *The One Amiga!* *AF* has filled the gap with its range of topics on everything Amiga. Yes, I've seen the light and what a bounty I behold when I part with my £4.50 at WHSmiths. Basically, it's a smashing read.

I always look at the readers' offers you have in case I can pick up a bargain. Recently I got *Super Tennis Champs* - You could expand this a bit and be on to a bit of an earner? A few oldies perhaps like *Gauntlet 2*?

Did you have any luck with your *TFX*/Ocean bit in your readers' survey? I think that Ocean would be surprised at the number of copies sold, for the little effort of releasing a finished game. Maybe they think that not enough people have accelerator cards, but



You'd be surprised just how many people now have accelerated machines.

apparently accelerator cards still sell very well! Hopefully your readers' survey will show this. Go on Ocean, release it as a Chrissy present! Please?

Look at Team 17 who released two versions of *AB3D II* in one box.

They covered themselves because you didn't have to have an accelerator to play it but it was a great incentive to upgrade.

One more thing, I have a Speccy emulator, but because of my '060 accelerator, things run at ZZZZZZoooooooooooo speed! The only games I can play properly are things like *Rebel Star* because my reactions are only human. Are there any speccy emulators out there, for the Amiga, that allow you to change the speed they run at? I have seen a PC speccy em which does this.

The only thing I can do is disable my '060. This does the extreme opposite and things run SSSLLLLLLLLLOOOOOOOWWWW!

Phil 'you'll never catch me alive with a PC'
Bennett
Aylesbury

Thanks for your comments, I'm sure you'll find AF much better value. We haven't yet compiled the results of the reader survey (we're still receiving them) but a cursory glance through shows that lots of people have the ability and the will to play TFX.

I have passed on your comments about Spectrum emulators. Off the top of my head, I don't have a solution for you, but I'm sure it will be covered in our emulator series.

FASCISM DOESN'T RULE

I have recently discovered the infiltration of *Combat 18* propaganda via downloading an apparently innocent Amiga related document (Dev/asm/agagiode.lha) to Aminet.

What concerns me most is their openness of being a white racist International terrorism Organisation. Aminet has always been a clean, politic free international Amiga fraternity and therefore we must not allow any evil elements as such to get into the system. Please raise the awareness and do something about it.

T. Longman
Coventry

Well, it all comes down to freedom of speech doesn't it. Which is after all what the Internet is supposedly campaigning for - freedom of speech is for everyone, not just polite liberals.

The Gallery



WARP RACE

by Mark Sheeky
Crewe

Created using Imagine 4, this took Mark 50 minutes to render on an 030-powered A1200 with 32Mb RAM.



TERMIGHT

Let me start by saying, I have every copy of *Amiga Format* and this is the first time I have felt the urge to write in. Six months ago I opened an Internet account. I downloaded the necessary software from a BBS, and then proceeded to spend three or four months trying to get AmiTCP working. I asked local Amiga groups, BBS SysOps and anyone who would listen for help. I also went through my back issues of *AF* and read your Internet tutorials.

Nobody I asked either could or would help and then I saw an advertisement in *Amiga Format* for Termite TCP. It claimed it could get you on the net within minutes, I sent off for it and it did.

In the November issue you gave Termite TCP 70%, mostly because of its price – failing

to take into account that it can get a non-computer genius like myself on the net. Something I could not do before at any price.

Brendan Murray
(bmurray@indigo.ie)

Many people have found out all they ever needed to know from the sources you have mentioned, but of course we accept that a piece of software like Miami or Termite, that does a lot of the hard work for you, is a better solution. At the time of the AF Internet tutorials, this software didn't exist.



TermiteTCP has been well received by users confused by the intricacies of getting connected to the Internet.

However it is disturbing that obviously offensive political propaganda is being covertly spread via seemingly innocent files. Was this the author's intention? Or was his work hijacked by others?

FAULTY CONSTRUCTION

I have a gripe to do with the Reader Games section in *AF88* and the game *Project Shield* reviewed therein. There are two things here that I don't like/agree with, a) the "language: unknown" line, and b) the reviewers opinion that the game is technically something special.

OK, I'm willing to believe that it's a great game, and undoubtedly a lot of work has gone into it. If the author had written the 3D engine I would wholeheartedly agree with the reviewer, thing is, I'm 99% sure that he/she hasn't. I mean, – come on – guys, is there no-one there that recognises a *3D Construction Kit* (henceforth *3DCK*) game when they see one? *AF* reviewed it in two versions!

The crosshair in the centre of the screen combined with the funny mouse pointer (with the double vertical bars)

is a dead giveaway. I'm willing to bet that it also "shoots" with the lines from each corner of the viewing area to the mouse pointer.

Of course I've nothing against *3DCK*, though I haven't really played with it much, largely because I consider it too slow. And like I said above, I acknowledge that it still takes a lot of work to put together a game, especially

a good one, but "technically tremendous"? I don't think so.

Also I'm only 99% sure about this, which means there's a 1% chance that I'm wrong (it's been known to happen), in which case I will apologise profusely to both the reviewer and the author.

rdtp03@uow.edu.au

The question we ask ourselves when we look at reader games is quite simply – is this a good game. I have seen, and I expect so has Andy, a great number of terrible games

Continued overleaf →



Whatever method was used to create *Project Shield* is irrelevant when deciding whether it is a good game.



LURKIN

by Jack Tomalin

Jack's been entering Gallery pictures for some time now. This was inspired by *Command and Conquer*.



PORTRAIT96

by James Taylor

Created using *Imagine 3.0*, this took 2.5 hours to render on an 060-powered Amiga.



TRIKE

by Keith Hannen

Keith sent us this lovely render of a trike but included no docs. Get in touch Keith!

MUSICAL TRUTH

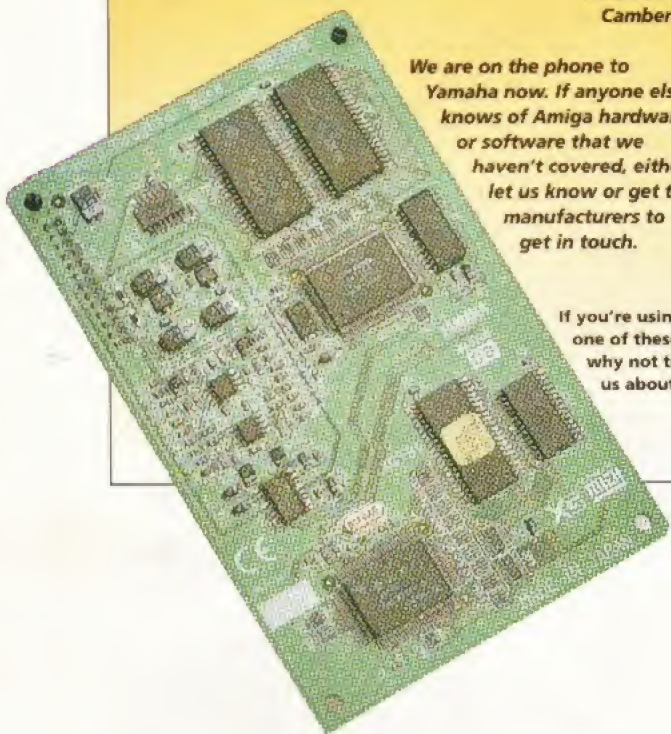
I went along to Live '96 last week, and on the Yamaha stand saw a demonstration of their new DBXG50 (or something like that). Anyway, it's the daughterboard that most of the PC mags, and *Future Music* have been raving about. I was just considering how much it would cost to buy a PC to run the card on, when the guy said that if you had a 'dead' machine like an Atari or an Amiga then you could still do the same thing using this. He then pulled out a box about the size of a US Robotics modem.

I now discover that it is the Yamaha MU10, and nobody seems to have reviewed it. The guy on the stand claimed that it came with everything to connect it with anything, and software for an Amiga. Basically I'm turning to you as the major Amiga magazine to see how truthful he was being.

Richard Peat
Camberley

We are on the phone to Yamaha now. If anyone else knows of Amiga hardware or software that we haven't covered, either let us know or get the manufacturers to get in touch.

If you're using one of these why not tell us about it.



← created using 3DCK. The thing about this game was that it was actually very playable, that time and care had gone into the construction of the objects and indeed the construction of the game.

I can sort of see your point, but where would it all end? Should we only accept games that have been written in pure assembler? I think not. And isn't it more important that the game is playable?

THE VOICE OF REASON?

Dear Long Hair Bloke, I have a few things to say:

1. Get your hair cut.
2. Get beardy bloke to shave his beard off.
3. Tell Sven Harvey not to slag AP off, no I'll do it myself.

Hello Sven Harvey, How can you slag off AP? In reviews you must say what makes the game bad so that we know why we shouldn't get it. So let's see what reasons you have...

- (a) It's shit (by the way AP if you're to truly copy AP then the abbreviation must be in italics).
- (b) That's it.

Well, a good argument there. Let's see how well I can slag off AF:

- (a) It agrees with Peter Hull that Graphics aren't everything, yet it gave *AB3D II* a good review. (what's that? The gameplay's good? Ahaha.)
- (b) It's not funny and the 'jokes' are ones that were made by AP; WHEN IT FIRST CAME OUT.
- (c) It's shit.

However I'm still getting your mag through a subscription until my AP one runs out, mainly for the Coverdisks. WHICH DON'T WORK ON AN A500.

So, piss off AP haters and in fact AF itself (you certainly won't be missed by me). You useless cretinous morons.
Geoff Pearce, I01652.266@compuserve.com

I never fail to be impressed by the flair, panache and literary skill of some readers. It's just a shame some of them have nothing to say.

THE REAL THING

I just have a few words to say. The first thing is that you said you awarded the *Reality Games Engine* (which my brother and I wish to purchase) 66% in the pages of your most recent issue but looking back at the review, you only reviewed the games and not the actual software application. Do you intend to publish a separate review or is that it?

On the subject of games, although it is very advanced, I find *AB3D II* very frustrating to play as it is very slow, even on my '030 enhanced 1200 - and it is too hard. I played it many times and I can't get past the second level. I'm going to try the Editor you have on the latest Coverdisk to see if that makes the game easier. Where can I get the patch for the editor?

Cormac McCaemey
Dublin

As soon as the Construction Kit is finished we'll be bringing you a review.

The review in question was not of the *Reality* system itself, but of a set of games that had been produced with it. The *Reality* system is currently going through some updates and

possibly a change of distribution, and we will be reviewing it when the software is properly released.

PMA

I've seen people moaning and commenting on the newsgroups and in magazines that their machine is dead, but they're wrong.

Look at the new software developers and publishers who have been bringing us games. Look at Andy



Amiga Power - you either loved it or hated it.

Davidson who brought us *Worms*. His game is known by game users all over the world for being the most original. He's now bringing us *Worms: The Directors Cut* and *Worms 2*. Then take a look at *Breathless* which brought us a new look at games with 1*1 pixel. This game could have started a revolution in the Amiga games industry, it showed us that there was a lot more to be discovered about our machine. This revolution has continued on with *AB3D II* and will continue further with *Burnout* from Vulcan Software.

Last year there were no CD-ROM games for the Amiga now you'll find they're on there way with the release of *Demistar*, *Kang Fu* and maybe even *Myst*.

Looking through AF, you can see a new generation of games developers. Some might say that their games aren't all that good but just imagine what they'll be able to achieve in a few years time.

Vulcan Software have proved this to us. Many magazines didn't like *Valhalla*, but now Vulcan plan to bring us six new titles of a brilliant standard. These are the type of people and companies that we should cherish. They are keeping the Amiga alive and they are the future. If we brush them aside then we have no chance.

I've had enough of people saying my machine is dead. Dead means without life but I can tell you without hesitation that there is life in our Amigas. But we must not sit back, we should be telling software and hardware companies what we want. We should not be saying I'll let everyone else do it and I've got no time. Make time. I personally emailed a games developer and gave him my support and he emailed me back thanking me.

You can make a difference so don't become a part of the problem by moaning that your machine is dead. Look at all the positive things that have happened and are still to come.

author unknown

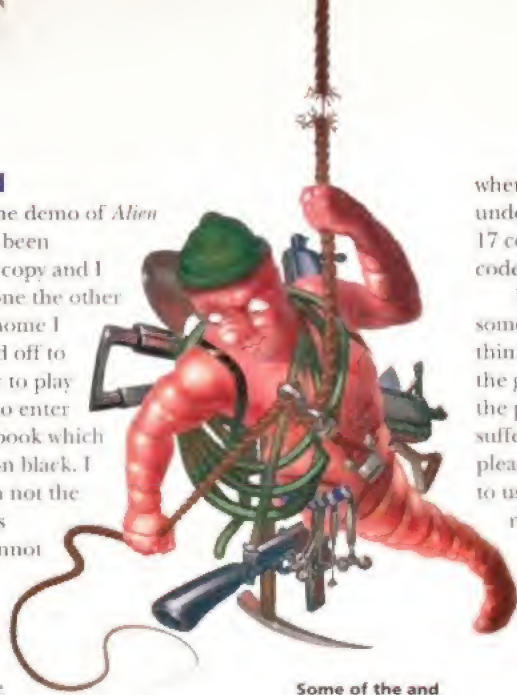
I'm sure lots of our readers do remain optimistic about the future and of course we will be reviewing all the games you mentioned when they are released.



PIRATE PAIN

Ever since I got the demo of *Alien Breed 3D II* I have been looking out for a copy and I managed to get one the other day. When I got home I was really cheesed off to find that in order to play the game I have to enter the code from a book which is printed black on black. I am sure that I am not the only one with this problem but I cannot read the numbers so I had to go and pay £20 for somebody to type it all out for me.

Had I realised that you needed a code book in the first place I would not have bothered buying the game even though it is excellent – the code will keep getting lost in my paperwork thus putting me off playing



Some of the and original features you'll find in the latest version of *Worms* include the interestingly named **Concrete Donkeys**.

when I want a break from my work. I understand it's to avoid piracy but Team 17 could use a system so you only need codes when installing the game.

I just wish somebody could do something about these dozy idiots that think it is good to rip the artists off for the games that they create and make the people who do pay for the software suffer. A note to Team 17 – could you please print the codes, if you are going to use them, in clearer writing or write a registration into the game so that you may be able to trace the pirates. Lets hope that in the future there will be some better methods for controlling piracy.

Graham Clark
dolphin@gramarye.u-net.com

Pirates always have been and always will be a major problem in all software markets. While we at AF can well understand the paranoia of games companies who have invested greatly in terms of time and effort, some protection methods become a severe



A fab game – shame about the invisible codes.

deterrent to playing the game. In the case of *AB3D II*, the codes are printed in glossy black ink on a matt black background, presumably to prevent photocopying, which is a severe deterrent to anyone wanting to play the game whether they paid for it or not.

As you say, it is a simple matter to type out the codes, so why bother? All that happens is people with poor eyesight or people coming home from the pub after a few Guinnesses can't play the game they paid good money for.



Letter of the Month

WELSH RAREBIT

Since purchasing my Amiga, about four years ago, I have met many people who are only too keen to mock and insult my choice of computer. I put this down to the fact that most people neither know nor care about anything that can't run *Quake* – or other similarly dubious delights. People will always insult things they know nothing about, and that, as far as the Amiga is concerned, is most of the population of this country.

Commodore messed up, that we all know. Escom didn't do very much to improve things, and so far Viscorp still haven't removed their fingers from their rear ends. So the ignorance will continue within the non-Amiga owning community. This harms the future of the Amiga. However, and at last the point of this letter, another thing that harms the future of the Amiga is the ignorance of the people that do own one. I haven't met many other owners, but those I have met have not really cheered me up very much.

One of them had a large collection of software. Unfortunately almost all of it was pirated games. He had over a thousand, which struck me as quite a lot. He also had an original version, which he probably pinched, of *Pen Pal* which he freely criticised as being badly written – all the output from it was filled up with odd characters that he hadn't put there. I tried to explain the concept of printer drivers to him, but if it involved more than turning the power on and sticking a disk in the drive, he didn't want to know.

Another was amazed that I was on the Internet. "I thought you had to have a PC to do that," he said. He was equally wowed by the fact that I had a printer other than a dot matrix attached. Again he thought that was beyond the reach of anything other than a PC. He thought a hard drive was a chip you fitted

somewhere, and when I said I had just bought a RAM board he responded "What's that then?"

The final person I'll mention thought the only thing you could do with an Amiga was play games, and could offer no satisfactory reason for the presence of a keyboard, other than text adventures (he was a bit thick mind).

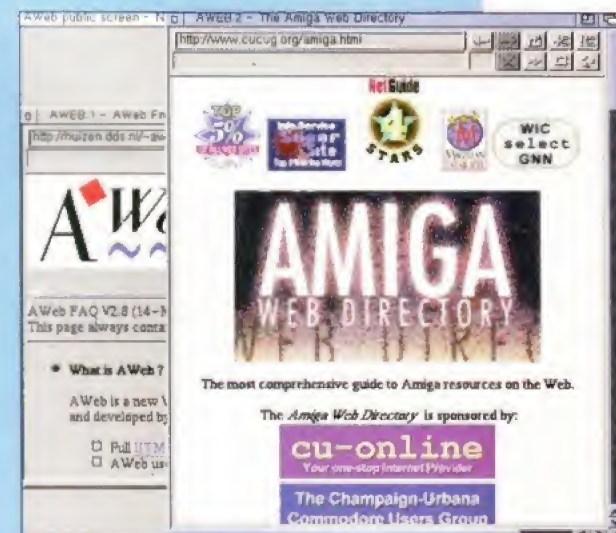
I am not, by any means, saying that I am an Amiga wonder. I still get the shivers thinking about writing an ARExx script, I still haven't worked out *Intellifont* to my satisfaction. I can't work out what half of the output from *SnoopDos* means and I must confess I haven't paid all my Shareware fees yet. I have however taken the trouble to find out as much as I can cope with about my Amiga, do what I can with it, and pay for things as soon as I am able (never believe that teachers are rolling in it).

I hope I haven't come across as patronising to any other user. The point I am trying to get across is that if the people I have mentioned above are fairly typical of the 'established userbase' of the Amiga, who are supposedly supporting the machine then we might be in trouble. You must get to know your little silicon friend before you consign it to the scrap heap, and join the multitude already making regular, sizable contributions to the Bill Gates retirement fund. It can do considerably more than you think.

I have finished. Goodbye, and keep up the good work on the mag. Could you include my email address, and the fact that I would love to correspond with any other Amiga owners who find themselves living in a virtually Amiga interest free zone, or anyone else for that matter! (especially in the Cardiff area)

Matthew Allen
mallen@thenet.co.uk

Well, we are entering another age of a form of computer illiteracy. When home computers first became popular, there was a generation who grew up with them. They were new and exciting and people wanted to learn everything they could about them. These days computers are just another fact of life. People may want to know how to turn them on and play games or run applications, but that's as far as it goes. It is sad, because these people never realise the power, flexibility and creative ability a computer like the Amiga can offer them. Hopefully every issue of Amiga Format helps to educate even experienced users in some new aspect of their machine.



Believe it or not, the Amiga is perfectly capable of accessing the World Wide Web as this Amiga Web browser proves.

To Advertise in this Magazine
Helen Watkins
 01225 442244
 Ask about our free design/typesetting service

ADULT CDs & FLOPPIES

CD TITLES
 Girls, Girls, Girls.....£9
 Phets of Desire.....£15
 Just 18.....£15

FLOPPY TITLES
 Blondes.....£4
 Brunettes.....£4
 Open all Hours.....£4
 Adult Stories.....£3

This is just a small selection of our titles. Loads more listed in our **FREE CATALOGUE**

MICRONINE SOFTWARE
 (DEPT AF) 11 Chapel Street
 Rhyl/Hayfield, Pontypridd
 Mid Glamorgan
 CF37 5RG

You MUST be 18 or Over

CLASSIC AMIGA PD Software

FULL RANGE OF PD SOFTWARE
 CD-ROM, CD32 AND ACCESSORIES
AMIGA GAMES AT SPECIAL PRICES
 PHONE FOR FREE CATALOGUE DISK
0161 723-1638

11 DEANSGATE, RADCLIFFE, M/CR
 OPEN 12-9PM 7 DAYS

MULTI MEDIA COMPUTERS TORQUAY

AMIGA SPECIALISTS OF DEVON
 100's of Game Titles inc CD32
 ie. Rise of the Robots £2.50
 Super Street Fighter 2 £5.00
 CD32 Titles - Large Selection £5.00

Ring Now For Free List - New Stock Daily
01803 290055
 As seen in Shopwatch Dec 96

PD POWER

WE STOCK OVER 10,000 DISKS
50p per disk
 NO MINIMUM ORDER
FOR FREE CATALOGUE DISK + FREE GAME + FREE COPIER AND MORE

Please SAE to: Or Phone 0374 150972
 PD POWER (DEPT AF) 15 LOVETOT AVE
 ASTON SHEFFIELD S31 0BQ

COLOUR MONITOR £10

Colour your Amstrad
 Our complete colour team will convert your old Amstrad Monitor to look like your Amiga giving a crisp R.G.B. colour picture & optimum quality amplified stereo sound

DIY MADE
 £4 £10
 £31 £40
 £29 £35
 £6 £10

127 High St, Sheerness, Kent ME12 1UD
 01795 661236 Monday back approval P&P inc

DELIVERY 2 DAYS

Saddletramps PD

Dept (AF), 1 Lower Mill Close, Goldthorpe, Rotherham S63 9BY
 Website HTTP://www.saddletramps.co.uk

PD From Just 50p a disk, we also stock 3 types of Licencingware
 5m Downloads/Hif/Screen
 For our catalogue disk send 2 x 1st class stamps or 50p

LARGE SELECTION OF CD ROMS AVAILABLE
 The Learning Curve £19.95 + 75p p&p
 Amnet 15 £14.99 + 75p p&p
 Free Amnet (1) subscription Scheme - Free Order your next Amnet CD and pay just £11.00 + 75p p&p

Credit Card Sales: (01709) 888127

ARNOLD COMPUTER SUPPLIES

Blank Disks £15.00 per 50 inc. labels
 DSHD Disks £22.50 per 50 (Pre-formatted)

PD LIBRARY
 Please send 4 1st class stamps for catalogue
 Amiga repairs undertaken
 Many more items stocked.
 Please phone or fax for latest prices.

Barry Voce 0115 926 4973
 11 Campion Street, Arnold,
 Nottingham NG5 8GR

MAGIC PD

We will supply PD/Shareware at magical prices, starting from only **50p** each

Over 12000 disks to choose from!
 Games, utilities, fonts, arts, music, jam, scope, Fred Fish, Assassins and many more!

For a free catalogue disk send an SAE to:
 MAGIC PD, 35/40 ENTERPRISE WAY
 MIDDELETON ROAD, LEEDS LS10 2EJ

Many more deals to choose from including: Magic packs of £3 for 10 disks + P&P 1-99 disks 70p each, 10-19 disks 65p each, 20+ disks 60p each.
 (Inc. 30p delivery charge)

3 FREE DISKS FOR EVERY FIVE POUNDS SPENT NOW THAT'S MAGIC!

AMIGAHOLICS PD

THE AMIGA PD & SHAREWARE LIBRARY
**ALL DISKS NOW ONLY 75P EACH
 MORE THAN 10 ONLY 60P EACH**

AS WELL AS PD DISKS WE SELL HARDWARE & SOFTWARE AND WE ARE STOCKERS OF THE FINEST FRONTIER RANGE OF PRODUCTS INCLUDING THE RENOWNED STAY THE MAGAZINE TRIAL MAGAZINE & THE THORSDRICK SIDE SHOWS

NEW TO THE WORLD OF PD? SEND ONLY 50p FOR OUR PD STARTER PACK - 10 DISKS WITH A MIXTURE OF THE BEST PD SOFTWARE AROUND - STATE WHICH AMIGA

FOR YOUR FREE CATALOGUE DISK JUST SEND 2 FIRST CLASS STAMPS OR A STAMPED ADDRESS ENVELOPE TO:
 AMIGAHOLICS PD (DEPT AF) 236 CHESTER ROAD NORTH, KIDDERMINSTER, WORCS DY10 1TB ** CAT DISK INCLUDES GAMES & MUSIC
DON'T FORGET FREE P&P ON ALL ORDERS

Happy New Year

ARTWORKS MINI CLIPS
 Original Quality
 Fit Amiga Commercial
 Clip Art for Amiga
 and PC
 also available

Public Domain & Shareware
0181 455 1626

Roberta Smith DTP
 190 Falloden Way London NW11 6JE

68000 Programmers (x2) Excellent Midlands

Progressive developer of gaming products urgently require talented self starters. Interest in games essential. Full team environment. VERY GOOD PROSPECTS.

CV's to Aardvark Swift Consulting Ltd. (Agy), 75-77 Station Street, Swinton, South Yorkshire S64 8PZ

**Tel: 01709 571441
 Fax: 01709 586527**

Email SLD@ARDSWIFT.Demon.Co.UK
 Web Site www.ardswift.co.uk

AmiCom PD

SPECIAL OFFER
 ALL OUR PD DISKS ONLY 50p EACH

Send 4 First Class STAMPS for our CATALOGUE DISK and INFO
 Write down your Name and Address and send Stamps to:
 AMICOM PD
 Dept AF, 23 Church View Close, Haverhill, Wakefield, West Yorkshire WF4 2PH.
 Tel: 0421 682227

LONG LIVE THE AMIGA

North Staffs PD

...your friendly PD library
 ...for all the best in Amiga PD

Our disks are only 50p each

Send an SAE for your FREE Cat. disk to:
 North Staffs PD, PO Box 476,
 Stoke on Trent ST1 2JY
 Tel: (01782) 279670

it's the service that counts...

Passions Feedings to One 30 Members

FORE-MATT Home Computing

Dept AF, PO Box 835, Wootton Bassett, Wilts SN4 8RX
Tel 01793 853802
 PD • Shareware • CD-ROM

FREE CATALOGUE DISK
 (FREE P&P and FREE updates)

PD/Shareware from only 50p per disk

Blank Disks OSDD 30p each Please add
 DSHD 35p each 50p P&P

FREE MOUSEMAT
 on all orders over £8.00

Order your catalogue now, before 5pm to receive it tomorrow
01845 501326

No Mercy Software
 "We are still here"
 1000s of samples, MODS, Clipart & Fonts.

Over 1400 games, 1500 Utils, 400+ adult titles plus all the usual stuff

ALL DISKS ARE 45P

3 Hillside, (AF), Great Thirkleby, Thirsk, North Yorks YO7 2AX

CAPRI CD DISTRIBUTION

ALL AVAILABLE TITLES IN STOCK

225+ CD TITLES / 150+ CD32 TITLES / 80+ CDTV TITLES

NEW RELEASES

MOVIE MAKER VOL 1 £29.99 ZOOM RELEASE 2 £19.99
 AGA EXPERIENCE 2 £19.99 HOTTEST 6 £19.99
 EMULATORS UNLIMITED £19.99 AMINET 14 £14.99
 AMIGA DEVELOPERS CD £19.99 MORE WORMS VOL 1 £14.99
 AMIGA UTILITIES 2 £19.99 SCIFI SENSATIONS 2 £19.99
 EPIC COLLECTION 2 £19.99 WORLD ATLAS £29.99
 CGA SENSATIONS 2 £19.99 SOUNDS TERRIFIC 2 £19.99
 WORKBENCH ENHANCER £9.99 3D IMAGES £9.99
 AMINET SET 3 £34.99 NFA UTILITIES EXPERIENCE £14.99
 AMINET 13 £14.99 EPIC ENCYCLOPEDIA £29.99

BACK IN STOCK • HUTCHINSON'S ENCYCLOPEDIA £9.99 •
 OFFER 1: • DARKSEED £14.99 •
 OFFER 2: • SIMCITY £9.99 •

THIS IS JUST A SMALL SELECTION OF THE TITLES A SPECIAL OFFERS WE HAVE. PLEASE WRITE OR RING FOR THE LATEST LIST (PLEASE SPECIFY WHICH MACHINE & CD/CD DRIVE YOU HAVE)

CAPRI CD DISTRIBUTION
 DEPT AFD1, CAPRI HOUSE, 9 DEAN STREET, MARLOW, BUCKS SL7 3AA (Visitors Welcome)
TEL/FAX 01628 891022
 TRADE ENQUIRIES WELCOME

AMIGA REPAIRS

FIXED PRICE ONLY £38.99 Incl. (A500/+, A600 and CD32 only)

* Price includes PARTS, LABOUR & VAT
 * 90 Day Parts and Labour Warranty
 * 24 Hour turn-around on most repairs
 * Includes FULL DIAGNOSTIC, SERVICE & SOAK
 * Upgrades fitted free with repair
 * If drive/keyboard needs replacing add £10.00 (add £6.00 for return carriage)

AMIGA A1200 Repairs only £48.99 Fully inclusive
 ♦ ♦ ♦ ♦ ♦ Repairs while-you-wait add £10.00 ♦ ♦ ♦ ♦ ♦

COMPONENT SPARES

We are the largest distributor and retailer of Amiga spares in the UK, with an inventory of some **150,000+** parts. Large quantity discounts and catalogue available to trade.

LOW PRICE SPECIAL OFFERS

A500 Internal Drive	£28.99	A500/600/1200 PSU	£25.99
A600/1200 Int Drive	£28.99	A1200 Keyboard	£34.00
KickStart 2.05	£19.90	A600 Keyboard	£19.00
Super-Buster IC	£15.00	A500 M/Board v6	£58.00
A520 Modulator Xchg	£18.00	CD-32 PSU	£25.00
8520 CIA	£12.00	CD-32 CDROM Drive	£35.00

CHIPS KEYBOARDS CASES PSUs DRIVES PCBs

AMIGA PC KEYBOARD ADAPTOR (All Amigas) £25.00 PC Keyboard £16.00

DART Computer Services SALES Postage & Packing add £3.00
 105 London Road (0116) 2470059
 LEICESTER FAX (0116) 2558643
 LE2 0PF

DART Computer Services
 The Guild of Master Craftsmen

Outer Limits Bulletin Board

0891 230044

Adult Glamour Aifs, Epegs, Movies, and a whole lot more!

Plus Members Only Club - Go online for details

Outer Limits, PO Box 67, Kidderminster, DY10 4YQ
 Calls charged at 45p/min (cheap rate) and 50p/min (all other times)

Mr. Memory

SIMMs at unbeatable prices!

eg	72 Pin	8 Mb	39.00
	72 Pin	16 Mb	84.00

Full range of SIMMs & DIMMs also available.

100% pre-tested...5 year guarantee... technical support

TEL 01483 727 333 • FAX 01483 747 722



AMIGA MONITORS



INCLUDES AMIGA CABLE AND NEXT DAY DELIVERY

COLOUR 14" PHILIPS

REFURBISHED 'B' GRADE (second user, slight screenburn) limited quantity

Microtrade

Redwood Building, Leighton Road, Buttington, Welshpool SY21 8HE

01938 556575

WANT TO CREATE YOUR VERY OWN AMIGA GAMES, DEMOS, AND EDUCATIONAL SOFTWARE, BY USING NOTHING MORE THAN YOUR COMPUTER'S MOUSE?

Have you ever dreamed of creating your very own Public Domain or Commercial software products without having to program?

Well now it is no longer a dream - it's REALITY!

REALITY - THE ULTIMATE SOFTWARE CONSTRUCTION KIT is a REVOLUTIONARY new product from B.P.M. Promotions, a company involved in the AMIGA software market for over five years. This product is a BREAKTHROUGH in software design and allows anyone with an AMIGA computer, regardless of their age or intelligence, to create both Public Domain and Commercial software products in virtually no time at all using nothing more than their computer's mouse! It can be used to create games, demos, educational software etc, much much faster and easier than ever before throughout the history of computers! REALITY is like nothing you've ever seen before on the AMIGA. Now for the first time you can access the awesome power of your computer with bewildering ease and use it to create TOP CLASS AMIGA software in a few days by doing nothing more than clicking the buttons on your mouse or moving the mouse cursor around the screen! Everything is controlled from user friendly buttons and menus on the screen - that's it! - it's so easy you will not believe it! No programming is required whatsoever!

Here is a small example of what you can achieve in minutes with Reality by using nothing more than your Amiga's mouse:

- Create HUGE fully detailed scenery backgrounds for your games using the background creation editors!
- Make your games main character shoot all sorts of different weapons each with different power values!
- Define monster attack patterns and choose from the HUGE amount of already made variations!
- Create intelligent enemies that home in on your main character!
- Add text messages to the software with hundreds of different styles of text fonts to choose from!
- Create SUPER intelligent GIANT mid level and end of level monsters just like the very best commercial games!
- Produce scenery that your main character reacts to: Ladders, Ropes, Platforms, Traps, Switches etc etc!
- Define complex puzzles to make your games much more interesting!
- Make other games characters that your main character can interact and communicate with!
- Select and define all sorts of weapons, bonuses and objects that your main character can collect and use!
- Create characters that have to fight each other in a beat 'em' up - STREETFIGHTER II Style!
- Produce ALL sorts of demo effects from groovy text scrollers to on screen 3D rotation just like the very best PD demos!
- Create Educational software from a simple slideshow to a full blown disk magazine!
- Add graphics, music and sound effects to your software with ease!

The list is ENORMOUS!!! - Test your software in seconds to see if everything is working the way that YOU want it to! There's no need for any slow compiling or testing like certain other packages!

REALITY can be used to create many types of different software products! It is ideal for TOP notch games! Create HIGH speed shoot 'em ups, Addictive scrolling platform games, Beat 'em ups, Point and Click Graphic Adventures, HUGE Arcade games, Puzzle games, Racing games, Card games and much much more! Even create your own mind-blowing special effects demos or user friendly Educational software! Just look at the screenshots in this advertisement and see just what this system is really capable of!

Over four man years of work has gone into the development of this software! The result is:

A STATE OF THE ART SOFTWARE CREATION SYSTEM!

It's versatile - It's easy to use - It's incredibly fast
It's the biggest ever breakthrough in Amiga software creation and has already been used to create twenty commercial games and a multitude of PD software!!!

If you can use an AMIGA you can use REALITY! All the hard work has been done for you! With once complicated programming routines reduced to simple mouse actions that anyone can understand! That's the hidden power of REALITY! Absolutely no knowledge of programming is required whatsoever! Reality is unique! It is a completely new way of creating software!

MORE THAN TEN 90% SCORES HAVE BEEN AWARDED TO REALITY SO FAR FROM MANY DIFFERENT AREAS OF THE AMIGA COMMUNITY!

What you get!

The very latest version of the REALITY software construction kit which incorporates a whole batch of useful and essential utilities. These include: an Animation and Sound Studio, a Graphics toolkit, a Background creation system, Picture and Introduction creators, a FULL blown paint package, Text editing and disk utilities plus much much more! You'll also receive a fully detailed user friendly instruction guide and a handy hints and tips guide! Two further guides that will show you how to make two full blown games from scratch! Two full blown commercial games that have been created using REALITY for you to adapt and learn from! Issue one of the REALITY USER CLUB disk magazine! Two packed disks full of sound effects, music tracks and a MASSIVE amount of graphic images that can be used in your own software! These include characters, enemies, weapons, bonuses, scenery, fonts and MUCH MUCH MORE!! You get everything you need for creating your own full blown top quality software with ease!

You'll also get FREE membership to the Reality User Club!

This will provide you with a phone helpline, a pen-pal list allowing you to contact and work with the already-MASSIVE REALITY userbase from around the globe! You will also have access to a HUGE range of software that has been created using the REALITY system and 1000's of graphic images, sound effects and music tracks which you can use in your own software! We are willing to publish any software that you create using REALITY or if you wish you can have other companies publish your work! The REALITY user club can supply you with ALL the graphics, music, sound effects and ideas that you need to create superb software with this system. ALL the hard work has been done for you!

So what do you have to pay for this totally amazing system?

Only £29.99! This product is worth many times this price and only due to forecasted large sales, low cost advertising and direct sales to the customer are we able to offer it at this unbeatable price! By creating only one piece of software you should get your money back many many times over! How much software do you wish to create? What more can we say other than you would be absolutely crazy not to take up this very special offer! Creating software is much more interesting than using it, and REALITY is the perfect tool! Please note that the REALITY package is compatible with ALL AMIGA computers and is hard disk installable!

Screenshots of games created with REALITY



HOW TO ORDER!

Please send a cheque, Postal order, International money order to:

B.P.M. PROMOTIONS, DEPT AF4, 8 MAGNOLIA PARK, DUNMURRY, BELFAST BT17 0DS.

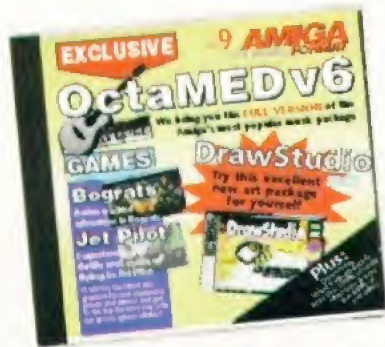
PHONE 01232 626694 - PRICE £29.99.

UK postage £1. Overseas please add £2

All payments must be in English Sterling! 24 hour depatch.
EXTRA SPECIAL OFFER - Order NOW and receive a FREE never been released before guide on 'HOW TO DESIGN A WINNING COMPUTER GAME' written by one of the TOP games designers in the business! Essential reading for any budding games makers!

ALL AMIGAS!

AMIGA FORMAT COVER CD



Your guide to the *Amiga Format* CD.
Ben Vost was determined you wouldn't miss out on any of the great programs and utilities.

LOOK_HERE_1ST!

This should be your first port of call when you put the CD in your drive. The start_me script doesn't need to be run if you boot up from the CD, but otherwise will come in handy. Make sure you read the Submissions advice if you're tempted to send us some of your work and have a look at some of the stuff we have here:

Handy_Tools

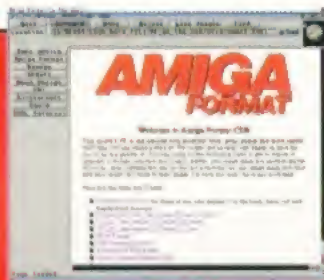
As detailed last month, this drawer contains the software we use to put together your CD every month. Try out *PowerSnap*, *MultiCK* and *ReKeyIt* to get your machine running really well.

AF_on_the_web

The *Amiga Format* website, the Nova Design website, more of John Shepard's acerbic wit and Mike Smith's HTML tutorial - what more could you want?

Animation

More amazing Mand2000-generated animations this month, along with a demo of the current version of the



program. Nick doesn't get off so lightly either, since his mammoth *Lightwave* animation that he was busy creating last month is now on this month's disc, along with

OctaMED 6 and Bograts
Both of these programs are detailed in full on our floppy disk pages.

Cologne show interviews

Owing to the usual manic time constraints involved in a four week schedule, we have only been able to get these interviews onto our CD in the rather non-Amiga specific Quicktime format.

Now this isn't all bad. You may have noticed while trawling through the contents of the CD that we have a program called *QT* on the disc. You can use this to play back all the footage of Jason Compton and Wolf Dietrich, but be warned that it does need to load it all into RAM first, so you will need a large amount of free RAM to see these interviews. Oh yes, you'll also need a reasonably fast processor and either AGA or a CyberGraphx compatible graphics card too.

COVERDISKS

Get to grips with this month's free complete software package *OctaMED 6*, fully detailed on the floppy disk pages starting on page 108 and our extensive tutorial feature which begins on page 18.

PD_SELECT

We have eight demos in our selection this month. We were going to have more only a couple of them had naughty bits in and we felt that they weren't suitable for the youngest of our readers no matter what they might say themselves.

READERSTUFF

We have a bumper crop of more than 130Mb of material from our readers this month, mainly thanks to the winner of this month's prize for serious software:



An example of some of Femi's sterling work for the AFCD.

Video Backdrops

AFCD9:ReaderStuff/Femi_Hasani/
Yes, Femi has been sending us his great backdrops and digitised pictures for a few months now and we felt it was about time we recognised his hard work by giving him our reader award for this issue.

Even if you aren't into video on your Amiga take a look at the extraordinary quality Femi has achieved with VLab and his video camera.

Quicksilva

AFCD9:ReaderStuff/Maff_Cottington/
Well done Maff, you win the prize for the best reader submitted game this month. Maff's *Quicksilva* is a no-nonsense platform game with hints of *Sonic*, *Gods* and a rather tasteless storyline. For that you win £30.

SERIOUSLY AMIGA**COMMERCIAL**

Our commercial selection this month includes not one but two CD writing software demos. You may remember *BurnIt* from a couple of months ago. That's back in a slightly updated version and it is joined by *MakeCD* from Angela Schmidt (who is also responsible for all those ace *Meeting Pearls* CDs). We have what I hope will be the last of the *PageStream 3* patches, along with a patch to a new version of *SAS C* (believe it or not). Finally there's an update for *X-DVE* owners to v2.60.

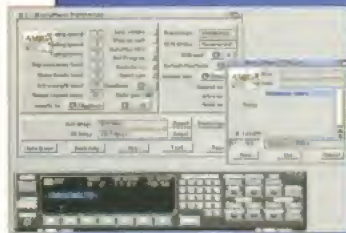
**DrawStudio Demo**

AFCD9:Seriously_Amiga/Commercial
/DrawStudioDemo/

Our last surprise this month comes in the form of *DrawStudio* which we have a demo for on this month's CD. It comes in both normal and FPU versions, so choose the best one for your Amiga. Do take a look at this program, I personally haven't seen a better bit of software all year.

SHAREWARE

With nearly 40Mbs of new serious shareware on the CD this month, it will be hard to pick out the best titles, but here is the Amiga Format choice - miss these at your peril:

**GroovyPlayer**

AFCD9:Seriously_Amiga/Shareware/CD-ROM/GroovyPlayer/

This great looking audio CD player will have your PC and Mac owning friends groaning in envy. It even has all the functions you'd expect from a top-of-the-range Kenwood Hi-Fi. Molto impressivo!

YAM

AFCD9:Seriously_Amiga/
Shareware/Comms/Internet/Mail-related/YAM/

For those of you with a POP3 mail account, here's the very latest version of the world's best POP3 mail program - *YAM*.

Thor 2.4

AFCD9:Seriously_Amiga/Shareware/Comms/Non-Internet/Thor24/ I know it isn't in the Internet drawer, but there are a lot of Thor users who are using it for QWK or Fido mail. Anyway, because Thor is such a pain to set up for everyone, the archives have been placed in this drawer for you to install just what you require from the program.

Deep Space Nine

AFCD9:Seriously_Amiga/Shareware
/Graphics/3D/D59/

There is a very nice *Imagine* model of said spacestation to be found here.

Thai fonts

AFCD9:Seriously_Amiga/Shareware/
Misc/Want_some_Thai?/

This drawer contains a Thai bitmap font and a keymap suitable for use with it.

Guide to the American Constitution

AFCD9:Seriously_Amiga/Shareware
/Misc/Constitution/

No not anything to do with stomachs, but an interesting, if as yet incomplete, AmigaGuide to the way the North American Constitution was formed and ratified. See, it's not just Amiga stuff that we give you...

Assorted add-ons and patches for programs

AFCD9:Seriously_Amiga/Shareware
/Program_patches/

This drawer contains quite a few add-ons to programs like MUI and BGUI and new import/export modules for the programs *ImageFX*, *Photogenics* and *XIPaint*.

Ordering

AFCD9:Seriously_Amiga/Shareware/Workbench/Ordering/

This is a cracking little Freeware file manager. It gets directory listings incredibly quickly and while it doesn't have the polish of *DOPus* or *DiskMagic*, it's more than capable enough for everyday use. Everyone should definitely try this one out.

**SCREENPLAY****COMMERCIAL**

In addition to the headlining *Bograts* we also have the following commercial demos on our CD this month:

Virtual Karting Deluxe Demo

AFCD9:ScreenPlay/Commercial/VKDeluxe_demo/
Fabio Bizetti's top-scoring 3D race-em-up gets updated. New features include an easy mode and a cheat mode that lets you upgrade your Go-kart's engine power, transmission ratio and grip. The only downside to this demo is that it exits after five minutes of play.

Jet Pilot

AFCD9:ScreenPlay/Commercial/JP-1/
A brave leap into unknown gaming territory for Vulcan with this entertaining flight sim that gets as complex as you want it to be. Pilot the powerful F-104 fighterbomber in umpteen missions deep into enemy-held territory.

SHAREWARE

AFCD9 is another treasure trove of brand new and updated games from all sorts of sources. One game you should make a point of trying out though is:

Aerial Racers

AFCD9:ScreenPlay/Shareware/Aerial Racers/
Ever played *Skidmarks*? Of course you have, and now you can play this shareware version of it called *Aerial Racers*.

DISC NOT WORKING?

If the CD is defective, please return it to the address below. Please make sure you have followed our installation procedures correctly to ensure that there is a physical problem. Please send the CD along with a description of the fault plus a self addressed envelope. Return postage will be paid. Ablex Audio Video Limited, Harcourt, Halesfield 18, Telford, Shropshire TF7 4QR

A CD should only need replacing if the CD itself cannot be read. If, instead you are experiencing problems with an individual demo or application phone our technical support line. This is open between the hours of 2pm and 5pm on Tuesday.
Tel: 01225 442244. Fax: 01225 732341.
Email: amformat@futurenet.co.uk
(put "Coverdisk" in the subject line of your message to ensure it is processed swiftly)

Please note that the helpline staff provide assistance with technical problems directly related to our cover CD and cannot provide training on the software or hardware in general.

DISCLAIMER

This *Amiga Format* CD-ROM has been thoroughly scanned and tested at all stages of production. We recommend that you always run a virus checker on ANY software before running it. Future Publishing Limited cannot accept any responsibility for disruption, damage and/or loss to your data or your computer system which may occur whilst using this disc, the programs or the data on it. Ensure that you have up to date backups of data contained on your hard drives before running any new software. If you do not accept these conditions do not use this disc.

AMIGA
FORMAT

.disc
nine

AGA

Experience



We want you to really enjoy all the stuff on this special second CD so John Kennedy has produced a comprehensive guide to the AGA Experience.



Boy are you in for a treat! This month we've managed to secure one of the most popular CD-ROMs ever produced for the Amiga - just for you. This disk is crammed with games, utilities and demo programs designed to help you get the most from your Amiga A1200 or A4000. It will take you months to find everything which is hidden on it, and we think you'll agree you've got a bargain.

If you can hold yourself back, pause for a few seconds. Although this CD was designed from the outset to be as instantly accessible as possible, many of the programs on the CD require a few "assigns" to be set up. These are special settings which tell your Amiga where to look for particular files: for example, the Animations need to know where the animation player program is.

All you have to do is click on the icon marked "Clickme!" and this will be taken care of. There are a few more changes you might like to make (see "Ready Steady GO!"). These settings are only temporary and no changes will be written to your floppy or hard drives. Now stand by for some awesome AGA action!

INSTANT GRATIFICATION

(AGA ANIMATIONS)

Want to be impressed right now? Easy - open the directory called "AGA_Animations" and open the "Ready_to_Run" drawer. Now double-click on the file called "SpaceDock32". Neat huh? You'll find other animations in this directory, including a very impressive MPEG film.



"Permission to dock?" asked Capt. Picard. We're coming in anyway he thought to himself.

LIGHT ENTERTAINMENT

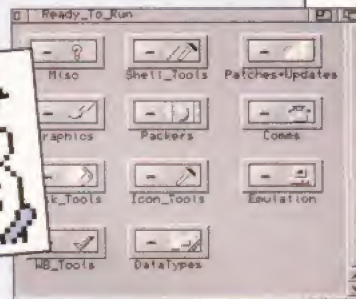
(AGA_DEMOS)

The Amiga's demo scene is where you'll find staggering graphics. Look in the AGA_DEMO drawer, and you'll find the "Entertainment" directory is crammed with amazing graphics and sound programs. All you have to do is load AGA_Expert.1 and you'll know what colour is all about. Run SCX-Alien to see some wicked solid 3D manipulation.

USEFUL UTILITIES

(AGA UTILITIES)

The jewel of this CD is the vast collection of utility programs hidden away. You're going to be beside yourself when you discover the vast range of hard disk repair programs, CD file systems, terminal emulators, icon editors and dozens of Workbench commodities. There are even versions of *MagicWB* and *MUI* to update your icons and replacements for the Amiga Shell.



It's simply packed full of programs you'll soon wonder how you ever did without.

PROGRAMMERS' PARADISE

(AGA PROGRAMMERS)

Information on making the most of the AGA chipset is hard to come by. What information there is has been collected and stored in this directory. You'll find C and Assembler source code explaining the joys of AGA programming and chunky-to-planar routines, as well as vital coding articles and example programs.

MUSIC MAESTRO!

(MUSIC_MODULES)

Here's something which is almost impossible: could there really be more minutes of great tunes stored on this CD than there is on an

SHOW ME!

(AGA SLIDESHOWS)

More graphics than it's possible to imagine - there are hundreds of images ready to pop up on your Amiga screen, including some exclusive images from some top feature films. Cor, it's better than getting it out on video!



You've watched the movie, heard the soundtrack, now view the stills on your Amiga.

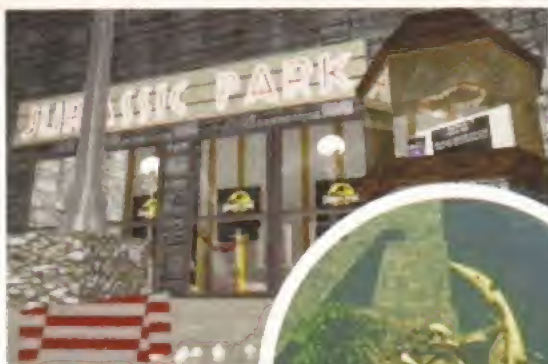
ordinary audio CD? You can find out for yourself by checking out the large number of music modules. They range from Funk to Techno and Rave and will auto-play when you click on them. Just hook up your Amiga and start listening.

DMS DYNAMITE

Although there are hundreds of utilities and programs which can be run directly from the CD-ROM, there are many more programs stored in DMS format. DMS is a method of compacting an entire floppy disk and storing it in one file. In order to use the programs stored in this way, you'll need a blank disk to unpack the software onto. Unpacking is easy: simply click on the icon of the packed program and you'll be asked to insert a blank disk. Wait a few moments, and you'll have a disk full of software to use as normal. If you want more control over the DMS process, there is a utility on the CD-ROM called "EasyDMS" which provides a graphical front end.

RENDERED SPEECHLESS

We haven't forgotten you 3D fans either. Not only will you find dozens of 3D models for most rendering packages, but articles and utilities as well. There are plenty of files of interest to users of *Imagine*, *Lightwave* and *Real 3D*. As if there weren't enough on this CD already!



256-colour pics will look truly impressive.



GRAPHICAL WONDERS

(AGA PICTURES)

The AGA chipset is renowned for its graphical abilities, and that's why you will find some stunning examples of artwork on this special AGA CD-ROM. Pictures are stored in HAM8 and 256-colour modes, ready to display when you click on them. You can also load them into your favourite paint program. You're bound to find plenty of images which will take your breath away!

READ ALL ABOUT IT!

Not had enough yet? Don't worry, there's heaps more. For a start in the "AGA_texts" directory you'll discover hints and tips for all AGA-owning Amigans.

In the "Diskmags" drawer there's enough material to keep you reading until next month.

AGA PASTIMES

(AGA GAMES)

Ready to test yourself? You'll find dozens of action arcade games and brain teasers. Shoot-em-up fans will love *Deluxe Galaga*, and cerebral sorts will enjoy a game of *Uchess*. Retro fans should look out for *Deluxe PacMan* and *Poweroids*. And if all these aren't enough, there's an entire drawer full of *Doom* clones to test your hardware to the limits.



Test your chess skills against the computer in this colourful version of *Uchess*.

Articles, reviews and gossip from the Amiga's best non-paper magazines have been stuffed in this drawer. And it's not all computer related news: watch out for the latest Alien and UFO stories... Well that's all we've got room for unfortunately but there's plenty more so have fun exploring.

READY STEADY GO!

To get the most from your AGA Experience CD-ROM, you should perform the following simple steps.

- 1 Make sure you are using an Amiga with at least Workbench 2.04. If you have an Amiga with Workbench 3.0 (such as an A1200) or 3.1 you will be able to make use of many more of the programs and utilities. As the name suggests, an AGA chipset is almost essential!
- 2 Ensure you are using a screen mode with at least 8 colours. You can change the screen mode from the Workbench Preferences program "ScreenMode" or else click on the icon called "ScreenMode.prefs" (this will change to an interlaced display which may flicker on some systems).
- 3 If you aren't already using *MagicWB*, the colours may appear jumbled. Click on the icon "ClickForColours".
- 4 If you are using a screenmode with 16 colours or more, the colours may appear jumbled. If they are, click on the "MagicColours" icon.
- 5 If you would like to change to the suggested typeface, click on "Change Fonts".
- 6 Click on the icon marked "ClickMe!"

THATS IT!

EXCLUSIVE

Amiga Format special Offer

If you enjoyed your free AGA Experience CD then you might like to try version 2. In an exclusive deal with SAdENESS we bring *Amiga Format* readers the AGA Experience 2 at a special price of £12.99. (RRP £20)

SAVE
£7

SEND THE ORDER FORM TO
SADENESS PD •
13 RUSSELL TERRACE
MUNDESLEY • NORFOLK
NR11 8LJ
OR SIMPLY PHONE
01263 722169

Priority Order Form

Please send me copy(s) of AGA Experience 2 at the reduced price

Personal Details

Mr/Ms Initials Surname

Address

.....Postcode

Daytime tel no.

I enclose:

1. **Cheque** (for £12.99 payable to SAdENESS PD)
Sterling cheques on a UK A/C Only)

2. **Visa** **Access**

Card no Expires /

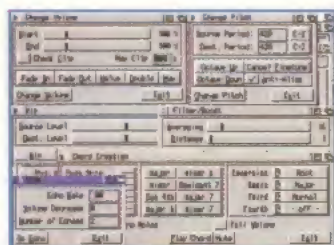
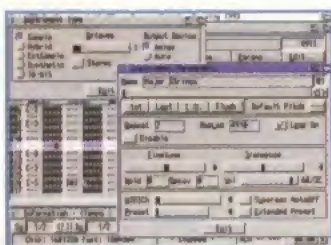
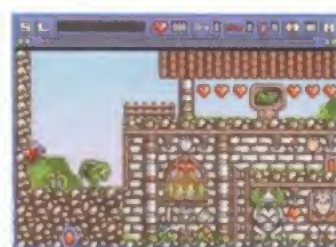
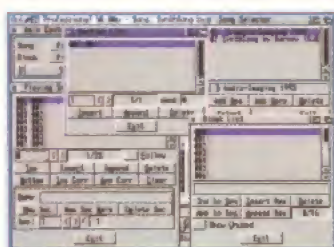
Signature Date

Total amount enclosed

£

For a full review of the excellent Bograts turn to page 34

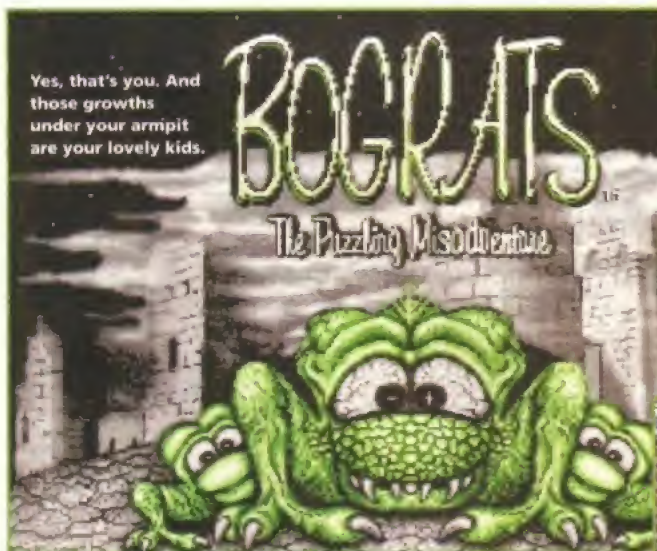
AMIGA FORMAT COVERDISKS



Create musical masterpieces in minutes with this month's fantastic giveaway – the Amiga's favourite – OctaMED 6.

David Taylor introduces the new game demo from Vulcan. Brain-burstingly addictive but hair-tearingly hard!

Bograts



Yes, that's you. And those growths under your armpit are your lovely kids.

Bograts is a game of skill and fast thinking. You're a parent Bograt whose two offspring have bunked off on their own little adventure. They're easily pleased though, simply walking backwards and forwards *Lemmings* style, until something blocks their path – even if that's a fire! Your job is to save them by ensuring the path is safe.

That's right – it's a puzzle platformer and we've got a four level demo for you to explore. To play the game, simply boot the Coverdisk and let it load.

There's also another game demo so you will be asked if you want to play *Bograts*. Answer Yes by pressing "Y" and then press <Return>.

When the first screen comes up, hit fire to continue. When the first level has loaded, you'll see the large green, erm, Bograt. In order to complete the level, the objective is not for you to find the exit but for you to get your kids to it. This doesn't matter in the first level, which is fairly straightforward, but it does later on when you can't actually get through to places that your small children can. That is an essential thing to remember – just



You need to look out for map icons – like this one nestled between the hearts.

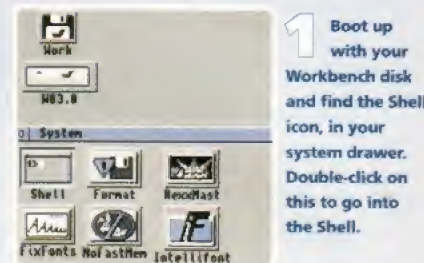
Just because you're stuck somewhere doesn't mean your smaller, thinner kids are.



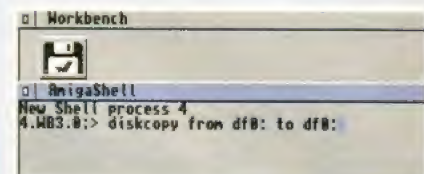
You've got your free software and your exciting new game demos. Now find out how to get the most out of them.

BACKING UP YOUR COVERDISK

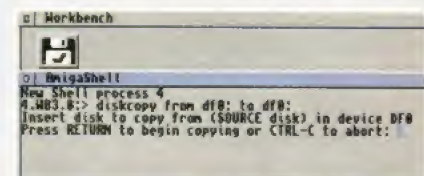
Copying your Coverdisk is really very simple. Just follow the stages below...



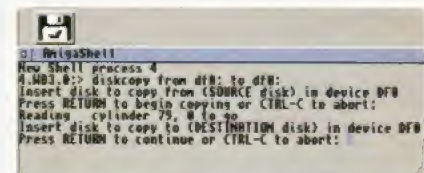
1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.



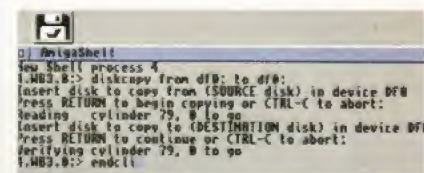
2 Type in the following line (with a zero, not the letter O), taking care to put the spaces in the correct places:
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type **endcli** to close down the Shell.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, with 2x26p stamps and an SAE to:

Amiga Format (insert name of disk)
TIB PLC • TIB House
11 Edward Street
Bradford • BD4 7BN

If there is a manufacturing error the stamps will be returned with a replacement disk.



Align your shot using the arrow keys on the left.

GRAVITY FIGHT

If you don't have an A1200, then don't despair. There's also a demo of this two-player *Scorched Tanks* space age game. It requires just a 1Mb Amiga and the demo has you playing against the computer. To get started, just boot the Coverdisk, answer "N" and press <return> - then you won't load *Bograts*. You can't load this directly from Workbench as it's been archived in to fit it on the disk. If you want to install it onto a separate disk or your hard drive, then do the following: Open a Shell and type: `af93b:/unlzx x af93b:gf.lzx ram: <return>`. The program will be unarchived to RAM and you can copy the directory out of there yourself. This is also necessary if you want to read the documents.

The game gives you control of a set of space ships. The first thing you have to do is decide the angle of the shot (using the rotation icons in the top left). You must remember to aim around the planets. When you have done this and set the power level of the shot (which decides how far the shot will travel), you can click on the fire button in the top right. If you need to shoot over the top of a

planet, you need to make sure that your shot has enough power to get over it, but not so much that it just shoots off the screen. The planets all have gravitational pull - the bigger the planet, the greater its attraction. This means that your missiles don't fly straight and you'll have to judge the best way of compensating.

When you have finished your shot you can swear loudly as it flies past its destination - it will take a bit more practice to get used to the effects of gravity.

After the shot you can move your ship around to a better position using the arrow keys you can see in the control bar. In the firing stage these can be used to scroll around the screen. You have a set amount of fuel you can expend, but note that putting yourself in a better firing position may also put you in a better place to be shot at!

If you like this, you can register for the full version, which comes with loads of different levels and a two player competition mode which allows you to play against your friends. You need to send 12DM (about £5) to the author, Thornsten Grosch. The address is: Habichtweg 11, 63322 Roedermark, Germany.

The game itself can be run on a standard A500, but unfortunately the disk had to be made using the A500+ FFS system which allows an extra 50K to be stored. If you have a friend with a WB2 machine you can de-archive it on that as described above and put it on a OFS WB 1.3 disk for use on your machine. Then boot Workbench and load it up from there.

because there isn't a way through for yourself doesn't mean that they cannot complete the level.

You need to make use of the levers and objects on the screen to help your kids on their way. For instance, to release them from the first prison, you need to stand over a lever and press fire. The wall will be raised and the children will walk out. They will walk until they hit an object and then turn and walk the other way ad infinitum, unless they run into something that kills them. If they do get killed, they will be re-incarnated but it will cost you some of your hearts.

These red hearts indicate how much energy you have and they can be found around the screen.

You need to collect as many as possible - they also enable you to save the game. As well as these red hearts there are three other things that you can either collect or utilise:

1. BOMBS

Bombs are useful for destroying certain blocks. To use a bomb, press fire and then run away. You have about two seconds before it goes off and if either you or your children are over it then you lose a life.

2. MAP ICONS

If you go to one of these and press fire, you will enter map mode and be able to scroll around the screen to see where

your kids are and what obstacles they need to overcome. To return to the action screen press fire.

3. KEYS

Make sure your wee ones collect the keys before moving them along. If you do realise you've messed it up, restart by pressing the Space bar and then move to the R icon and press fire.

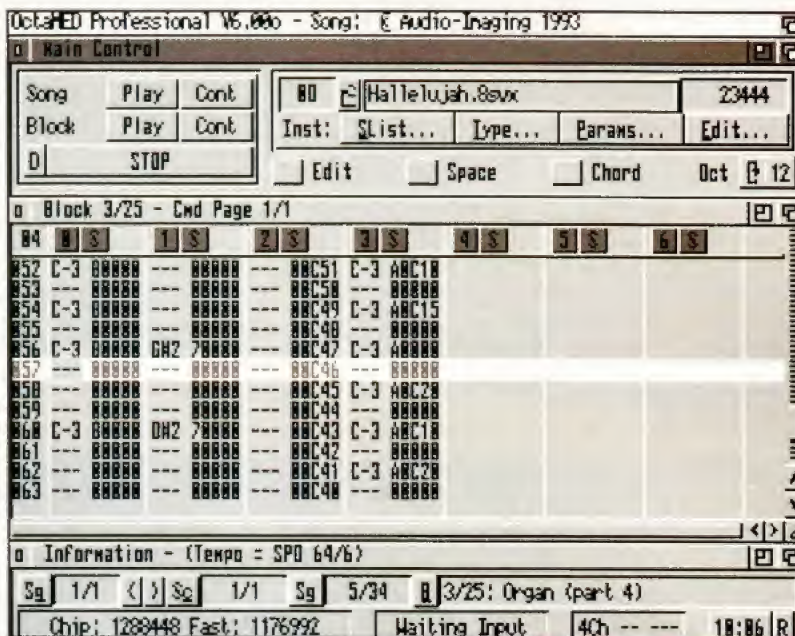
If you want to install the game to hard drive, copy the game, and the -S- and -V- directories, into a directory. The game itself costs £12.99 from Vulcan Software Limited, Vulcan House, 72 Queens Road, Buckland, Portsmouth PO2 7NA 01705 670269. Credit cards are also accepted.

See our detailed feature on **PAGE 18** for more advice on using OctaMED

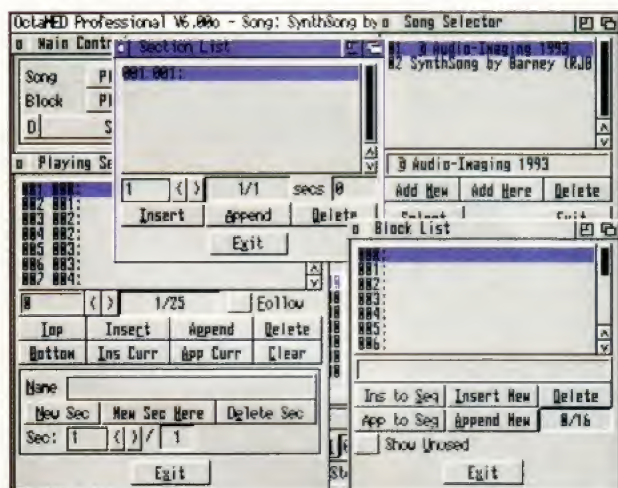


The OctaMED screen has the three main windows open by default: the Main Control, the Block and the Information windows.

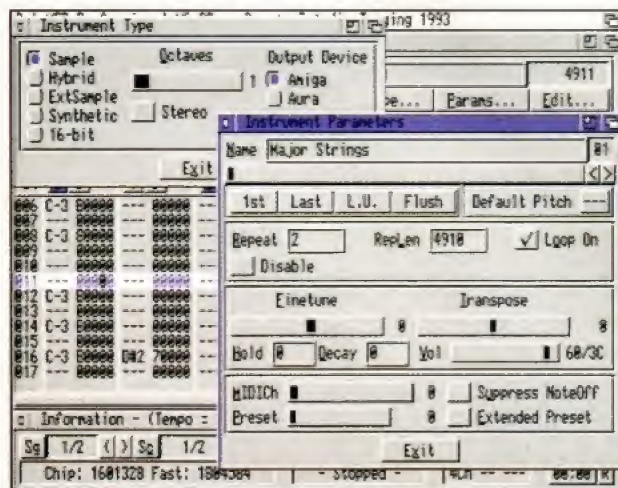
In an exclusive deal *Amiga Format* brings you the latest version of the Amiga's favourite music program **FREE** on your Coverdisk.



OctaMED 6



The Information window allows you to open the four song controlling requesters, like the Block list and the playing sequence.



The Instrument type and parameters windows can make adjustments to the sample types and fine tuning of them.

Mention music on the Amiga and there is only one word that immediately springs to mind – *OctaMED*. It has always been one of the Amiga's most popular programs not least because it manages to combine powerful music creation features with an easy to understand interface.

To install the software you'll need to unpack the disks from the Coverdisk. This will be done automatically by booting the disk. Make sure you have two spare disks ready – these will be automatically formatted and the software installed onto them. Next you need to boot Workbench, open Disk 1 and double click on the Install icon. This will give you three choices – you can install to a bootable floppy, a non-bootable floppy or a hard drive. You can also install the two disks directly to a hard drive, but you will then have to copy the files manually to the correct destination as the Install script won't work here. To help you do this, you'll find a log in the directory you install to, which gives you details of where all the files are copied to.

WINDOWS

When you have the program installed, simply load it up and you'll see the three windows used in the main editing part of *OctaMED*. In order to start creating a song, you need to understand the methods behind modules. *OctaMED* songs are made up of a set of blocks. These blocks are, by default, divided into 64 lines, each line containing information about the sound to be played. There are, again only by default, four channels on each line, which means that you can have

four different sounds playing at the same time. You can actually have up to 8 channels playing at once and can change the setting for the song by choosing Set Options from the Song menu (Keyboard shortcut: R-Amiga H). On each one of the cells that this grid creates, you can enter a sound, which will most often be a sound sample. Sound samples are the most common type of instrument used and you can see a few in the sample songs provided. If you need more, then search through CDs, the Internet or contact a PD library. Of course, if you have a sampler, you can create your own – read on.

To load a sample, you need to click on the File requester icon in the top middle of the top window (it's the only icon on the screen without letters in it) or you can select Load Instrument from the Instrument menu. With a sample loaded, you can start making music. Try playing with the keys on the keyboard and the sample will be played as different notes. The keys for the lower octave are: S, D, G, H, J, Z, X, C, V, B, N, M. The middle octave is: 2, 3, 5, 6, 7, Q, W, E, R, T, Y, U, I, ., . . ., / . The upper half octave is: 9, 0, +, \, O, P, [,]. When you want to place a note into a cell, you need to switch to editing mode, by clicking the Edit button. Then select the cell in the Block window and press the key you need. Remember that a sample will play for longer than a single cell – it will often play through ten or more. To see how long it plays for, click on Play Block. Hooray! Your first note is entered.

There are lots of options that can be associated with notes, and effects that can be entered into the player,

PLAYER COMMAND TYPE CODES

The first two digits denote the player effect and the second two the intensity. The following is a list of the hexadecimal codes for the effects.

- | | |
|-----------------------------------|----------------------------------|
| 00 Arpeggio | 0E synth jump |
| 01 Slide pitch up | 0F Primary tempo |
| 02 Slide pitch down | 11 Slide pitch up once |
| 03 Portamento | 12 Slide pitch down once |
| 04 Vibrato | 14 Protracker style vibrato |
| 05 Slide pitch and fade | 15 Set finetune |
| 06 Vibrato and fade | 16 Repeat lines (loop) |
| 07 Tremolo | 18 Cut note |
| 08 Hold and decay | 1A Slide volume up once |
| 09 TPL slider | 1B Slide volume down once |
| 0A Volume slide | 1D jump to next playing sequence |
| 0B Playing sequence position jump | entry |
| 0C Set volume | 1E Replay line |
| 0D Volume slide | 1F Note delay and retrigger |

using the Player Command type. You'll see that when you enter a note, a letter and number combination appears. This shows the note name and the octave number. Next to this is a set of five digits, which will appear as zeros by default. The first shows the instrument number and the following four digits can contain a hexadecimal code which will set a user effect. To see a guide to the hexadecimal codes, read the Player Command Type Codes box. Typically a code will look something like "10C30".

You should note that above each of the channels the number of the channel is shown and that it is actually a button. These will normally be highlighted as active. In order to hear how individual channels sound, simply deactivate the channels you don't need.

SING SONG

At the bottom of the screen, you'll see the Information window, as a thin strip. This window contains all the important controls for the song. On the very left is the song listing button. Click on this and it will show the songs loaded into memory - if you have enough RAM, you can have more than one. To add a new song, you click on the Sg icon and the song selector requester will appear. If you click on Add New, a second song will be entered into the list - if you want you can then load a song into this slot. Next along is the Section list (icon Sc) which can be used in a similar way to the Song requester to add new sections to songs.

On the far right is the B icon which will open the Block List icon. This requester allows you to add new blocks to the song. Selecting the different blocks will change the block shown for viewing or editing in the Block window. Each block can be named and sequences of blocks can be kept together so that you know which blocks are Synth or Organ ones for example. This list does not refer to the playing order of the blocks within the song. This is decided in the Playing Sequence window which is loaded from the icon

on the left of the Block icon, named Sq. In this sequence you can insert or delete blocks and you choose the block to be played in the space using the arrow keys in the window on the top left under the playing sequence list.

Separating all of these icons are small cells which display information about the currently selected song, section, playing block and which block that is. Underneath is a memory meter to show how much memory your song is using. The rest shows information about the playing state, the editing state and the time through the current song.

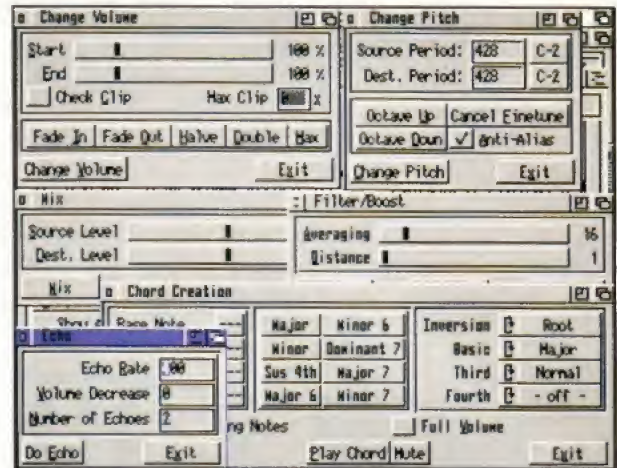
In the Main Control window, where you loaded the sample instrument, you will see more controls. These allow you to make changes to the instruments used. There's an Instrument Type for adjusting the setting and also Parameters for doing things like fine tuning the instruments and adjusting the names. You can move through the instruments using the arrow keys in the window.

Perhaps the most important window for instruments is the editing window. This brings up the sample editor which is an integral part of *OctaMED 6*. This window has its own set of menus including things like a set of effects. You can change the volume and pitch of samples, filter them, add echoes and much more. Samples can be cropped and parts can be cut and pasted. For close in editing, zoom in to see more detail of the samples waveform.

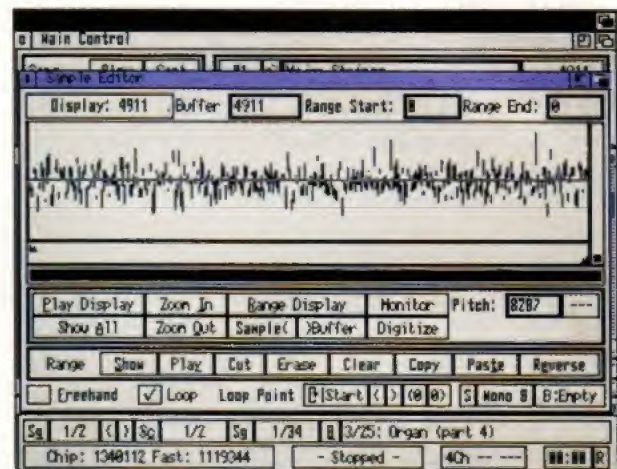
SAMPLING

Should you want to sample your own instrument, you can do so using the Digitise button so long as you have a compatible sound sampler. In the settings for the sample is the option to show the sample in hertz, which some people might be more accustomed to.

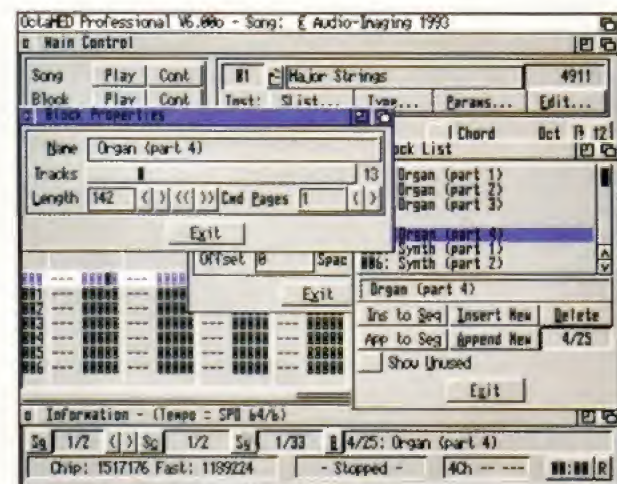
There are a couple of sample songs included, which is a good place to make a start at seeing how the whole thing comes together. If you do get stuck, you can load in the *OctaMED* help file, but some machines may have font problems



Within the Sample Editor are a set of effects with their own requesters loaded from the Effects menu.



The Sample Editor opens up a separate window and allows you to cut, paste, zoom in and adjust all elements of the sample. You can even use it to sample your own.



Properties and settings are available for all the different types, like blocks and songs, so you can set different numbers of channels and the like.

loading it. If this is the case, then simply load it into a word processor instead. If you want to see what the keyboard shortcuts are for operations, then select the Keyboard Short-cuts item from the Settings menu and you'll see where they are assigned and make any changes you want.

Obviously there are many more features, like ARExx, which there simply isn't room to cover here, so you'll have to experiment a bit and read the documentation. Lastly, this is not the latest version of *OctaMED*. The whole new *OctaMED Soundstudio* is now available at a special AF price - see page 23 for details.

AMIGA FORMAT COVERDISKS

CAN'T GET YOUR COVER-DISK SOFTWARE WORKING?
CALL
(MON-FRI 2PM-6.30PM)
0191 584 0682



Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.



FINAL WRITER 4 LITE (AF82)

If *Final Writer's* pull-down menus won't pull down it is probably because you are running a menu enhancement commodity (i.e.

MagicMenu). Such programs don't work correctly with *Final Writer* and should be disabled. In order to print documents it is vital you have the correct printer driver installed in the devs/printers drawer of your Workbench disk and that the driver is selected and configured using the printer prefs utilities. Your Workbench manual describes how to do this.

To print larger documents *Final Writer* requires more memory. If you're using the program on a 2Mb machine, try to maximise the amount of memory available by removing any utilities or commodities running in the background – if you still experience problems, use Workbench's prefs utilities to alter the screen to a lower resolution screenmode. Lastly, it was inadvertently stated that *Final Writer* works on all 2Mb+ Amigas. Sorry, but it's incompatible with old Kickstart 1.2/1.3 machines.



BREED 96 (AF86)

If when double clicking the *Install_Breed96* icon you get an error message telling you that the command *IconX* cannot be found don't panic.

This doesn't mean that your Coverdisk is faulty, it's just that some earlier versions of the Workbench disk don't contain the *IconX* command. To get around the problem; from Workbench open up a Shell window and type the following lines (pressing return after each):-
copy c:execute RAM:
cd RAM:

```
execute AF86b:Install_Breed96
```

Have your blank formatted disk and your *Breed 96* disk ready and insert the appropriate disk when prompted. Please note that even though the label for the *Breed 96* disk says "AF86a" it is, in reality, disk number AF86b.



OCTAMED TUTORIAL (AF86)

If you are a Workbench 3 user experiencing problems in trying to read the *OctaMED* tutorial

guide document then try changing its icon's default tool from "Amigaguide" to "MultiView". If you are unsure of how to do this don't worry it's not too difficult. Click once on the icon called *OctV5_Tut.Guide*, pull down the "Icons" menu from the menubar at the top of the Workbench screen and select the "Information" menu item. This will bring up a window, in which halfway down you will see the words "Default Tool:" followed by a small box containing the word "Amigaguide", clicking in this box will give you a text cursor, now using the backspace and del key erase completely the word "Amigaguide" and type in the word "MultiView", press return then click on the Save gadget (bottom left corner).

It's worth remembering that the same solution should work for other Coverdisk document files that try to load tools (e.g. *Muchmore*) that you don't have.



TYPESMITH (AF87)

We apologise to any readers with older machines who have had problems with this disk.

We failed to state clearly, that unfortunately *TypeSmith* is incompatible with old Kickstart 1.2/1.3 machines.

MISSING TOOLS?

A common problem is that not everyone's Workbench disk has a copy of the Amiga *Installer* tool on it. Once unpacked, some Coverdisk software needs "installing" before it can be properly used. The authors often include a script that will copy the required libraries, fonts etc. to the correct place on your system. The icon for the script is usually a picture of a floppy disk with a wire and plug coming out of it. If you get an error message *Unable to open your tool 'Installer'* when you double-click such icons there is a solution. You need to find and then copy the *Installer* tool from another disk to your Workbench floppy disk or Workbench hard disk partition. If you are using floppies then use a copy of the Workbench disk and not the original, also you may need to make some space on your copy of Workbench by deleting some non-essential tools such as the clock, calculator etc.

The Amiga Format Coverdisk 79a, *Digital Organiser 2* demo and the AF Coverdisk 88a,

X-DVE, both have the *Installer* tool on them. If you don't have either of these Coverdisks then try searching for *Installer* on disks belonging to other applications that you own, especially paint programs and word processors etc.

Installer doesn't usually have an icon and is often in a drawer such as the C drawer which itself rarely has an icon. So when looking for it make sure that you switch on Show:All Files from the Workbench Window menu for every disk and drawer you look through. When you find *Installer* simply copy it by dragging its icon into the Utilities or C drawer of your Workbench.

GENERAL PROBLEMS

The most common problems are Read/Write or Checksum errors which occur during the decompression process. It is important to note which disk is in the drive when such errors occur – is it the Coverdisk or one of your own disks? If it's one of your own disks then that's the disk with the problem. Did you format your blank disks correctly? Try re-formatting them and do a full format not just a quick format, use the verify option and make sure you format from your Workbench, not from utilities like *X-Copy*. Disable *Directory Caching*, *Trashcan* and *International Mode*. Don't decrunch to HD (High Density) disks as these can be unreliable. Always write protect and back up your Coverdisk before you use it.

FAULTY DISK?

Please remember that the technical helpline above is purely for difficulties you have getting the programs to work properly. If your disk is physically damaged, bent, broken with a loose or missing shutter, it should be returned to the duplicators for a replacement at the following address:

**AF DISK NUMBER XX
TIB PLC
TIB HOUSE
11 EDWARD STREET
BRADFORD BD4 7BH**

This includes any system messages you may get saying: "Read/write error", "Disk invalidated" and "Checksum Error". In this case, the disk has been damaged and needs to be replaced.

JANUARY 1997

Editor - Nick Veitch
 Deputy Editor - Ben Vost
 Production Editor - Andrea Ball
 Games Editor - Andy Smith
 Art Editor - Linda Benson
 Art Assistant - Cathy McKinnon
 Cover - Telegraph Colour Library

Contributors
 John Kennedy, Darren Irvine, Simon Goodwin,
 David Taylor, Robert Polding, Graeme Sandford,
 Julie Stuckes

Publisher - Alison Morton
Publishing Director - Jane Ingham
Public Relations - Liz Ramsay and Jennifer Press
 0171 331 3920
Overseas Licences - Mark Williams
 Tel: 0171 331 3920
 Fax: 0171 447 3499
 mwilliams@pne.co.uk

Group ad manager - Simon Moss
 mossy@futurenet.co.uk
Sales Executive - Helen Watkins
Promotions Manager - Tamara Ward
 tward@futurenet.co.uk

Prod Manager - Richard Gingell
Production Coordinator - Charlotte Brock
Print Services Manager -
 Mark Constance
Ad Design Supervisor - Cherry Coad
Admin Assistant - Cathy Rowland
Colour scanning & Imagesetting
 Jon Moore, Chris Stocker, Mark Gover, Simon
 Windsor, Jason Titley, Oliver Gibbs
Colour Originators - Phoenix Repro
 Printed in the UK by St Ives PLC

AMIGA FORMAT
 30 Monmouth St, Bath, Avon BA1 2BW
 Telephone 01225 442244
 Fax 01225 732341
 Email: amformat@futurenet.co.uk
 (INCLUDE DEPARTMENT IN SUBJECT TEXT)
 WWW Site: <http://www.futurenet.co.uk/computing/amigaformat.html>

Subscriptions, Back Issues & Mail Order
 Future Publishing, Somerton,
 Somerset, FREEPOST, TA11 6BR
 Telephone 01225 822511, 9am-6pm
 Facsimile 01225 822510
 E-mail: subs@futurenet.co.uk
 Customer Services Telephone 01225 822510

Member of the
 Audit Bureau of Circulations.
 Registered Circulation

42,655 January - June 1996

YOUR GUARANTEE OF VALUE

This magazine comes from Future Publishing, a company founded just ten years ago but now selling more computer magazines than any other in Britain.

We offer:

BETTER ADVICE. Our titles are packed with tips, suggestions and explanatory features, written by the very best in the business.

STRONGER REVIEWS. We have a cast-iron policy of editorial independence and our reviews give clear buying recommendations.

CLEARER DESIGN. You need solid information fast. So our designers highlight key elements by using charts, diagrams, summary boxes, and so on...

GREAT RELEVANCE. At Future, Editors operate under two golden rules:

- Understand your readers' needs.
- Then satisfy them.

MORE READER INTERACTION. We draw on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

BETTER VALUE FOR MONEY. More pages, better quality - magazines you can trust.



Printed in the UK.
 All contributions submitted to *Amiga Format* are accepted on the basis of a non-exclusive worldwide licence to publish or licence others to do so unless otherwise agreed in advance in writing.
 © Future Publishing Limited 1996.

NEXT MONTH

Jet Pilot & Font Machine



ON DISK **Jet Pilot: Take to the skies in our incredible demo of one of Vulcan's most ambitious games yet. Jet Pilot promises to be as realistic as you want to get...**

ON DISK **Font Machine: Design and use your own fonts with this flexible and easy to use full commercial software.**

PLUS:
 Don't miss our massive CD roundup, reviews of PPaint7, TurboCalc4, Golden Image 8x CD drive and reports on the Amiga Technologies situation...

RESERVE YOUR COPY OF
AMIGA
 MAG-SAVE FORMAT
 You can reserve any issue of Amiga Format at many newsagents, including branches of WH Smith and John Menzies.

February Issue On Sale Thursday 23rd January

ADVERTISERS INDEX

1st Computer Centre	15	0113 231 9444	Intermediates	45	01279 600204
Active Software	78	01325 352260	Marpert Developments	40	01423 71280
Analogic	16	0181 546 9575	Megatronix	72	01384 77172
Arrow PD	62	01304 832344	NetCom Internet Ltd	83	01344 395500
Audiogenic	62	0181 424 2244	OnLine PD	68	01704 834335
Bio-Con Taiwan Corp.	41	00 886 2 790 2761	Owl Associates	33	01543 250377
BPM Promotions	103	01232 626694	PD Soft	2,3	01702 306060
Bus Stop PD	62	01455 554982	Power Computing	81, 114, 115	01234 273000
Dart Computer Services	102	0116 247 0059	Premier Mail Order	33	01268 271172
Digit International	63	01395 270273	Sadness	41	01263 722169
Direct Software	36	01623 759498	Silent Paw Productions	79	01908 261466
Epic Marketing	50, 51	01793 490988	Silica	84	01483 718100
Eyetech	89	01642 713185	Siren Software	8, 9	0161 796 5279
First Stop	68	0171 252 3533	Snap Computers	40	01703 457111
Gasteiner	30	0181 345 6000	Software First	68	01268 531222
Golden Image	61	0181 900 9291	Underground PD	78	01702 295887
Greytronics	29	0181 686 9973	Visage	56	0115 944 4500
Harwoods Computers	10, 55	01773 836781	Vulcan	45	01705 670269
Hi Soft	4	01525 718181	Weird Science	24, 25	0116 234 0682
HiQ Ltd	79	01515 211327	Wizard Developments	67	01322 272908

are you thinking of
UPGRADING
 your amiga?



pentium
 PROCESSOR

Cyrix

CREATIVE
 CREATIVE LABS

YAMAHA

matrox

PRESTIGE PC SCSI

- TOWER CASE (MIDI)
- i-WILL ULTRA WIDE 512K CACHE
- CYRIX CPU
- 16MB SIMM
- 8X CD-ROM DRIVE
- 2GB HARD DRIVE - SCSI
- 1.44MB FLOPPY DISK DRIVE
- KEYTRONIC KEYBOARD (W95)
- MICROSOFT 2 BUTTON MOUSE
- DIAMOND STEALTH 3D 2000
- 2MB GRAPHIC CARD
- SOUNDBLASTER 32PNP
- 15" SVGA .28 PITCH MONITOR
- YAMAHA YST-M5 SPEAKERS
- MICROSOFT WINDOWS '95
- SUPRA 28.8 INTERNAL MODEM
- CYRIX 133MHZ (SCSI) **£1849.00**
- CYRIX 150MHZ (SCSI) **£1899.00**
- CYRIX 166MHZ (SCSI) **£1949.00**
- PENTIUM 133MHZ (SCSI) **£1899.00**
- PENTIUM 150MHZ (SCSI) **£1999.00**
- PENTIUM 166MHZ (SCSI) **£2099.00**

VALUE PC EIDE

- MINITOWER INC. HDD FRAME
- TRITON III 512K PIPELINE CACHE
- CYRIX CPU
- 16MB SIMM
- 8X CD-ROM DRIVE
- 1GB HARD DRIVE
- 1.44MB FLOPPY DISK DRIVE
- KEYTRONIC KEYBOARD (W95)
- MICROSOFT 2 BUTTON MOUSE
- DIAMOND STEALTH 64 1MB
- GRAPHIC CARD
- SOUNDBLASTER 16BIT
- 14" SVGA .28 PITCH MONITOR
- YAMAHA YST-M5 SPEAKERS
- MICROSOFT WINDOWS '95
- SUPRA 28.8 INTERNAL MODEM
- CYRIX 133MHZ (EIDE) **£1189.00**
- CYRIX 150MHZ (EIDE) **£1209.00**
- CYRIX 166MHZ (EIDE) **£1259.00**
- PENTIUM 133MHZ(EIDE) **£1279.00**
- PENTIUM 150MHZ(EIDE) **£1339.00**
- PENTIUM 166MHZ(EIDE) **£1439.00**

PRESTIGE PC EIDE

- TOWER CASE (MIDI)
- i-WILL P55 TV LITE 512K CACHE
- CYRIX CPU
- 16MB SIMM
- 8X CD-ROM DRIVE
- 2GB HARD DRIVE
- 1.44MB FLOPPY DISK DRIVE
- KEYTRONIC KEYBOARD (W95)
- MICROSOFT 2 BUTTON MOUSE
- DIAMOND STEALTH 3D 2000
- 2MB GRAPHIC CARD
- SOUNDBLASTER 32PNP
- 15" SVGA .28 PITCH MONITOR
- YAMAHA YST-M5 SPEAKERS
- MICROSOFT WINDOWS '95
- SUPRA 28.8 INTERNAL MODEM
- CYRIX 133MHZ (EIDE) **£1499.00**
- CYRIX 150MHZ (EIDE) **£1549.00**
- CYRIX 166MHZ (EIDE) **£1599.00**
- PENTIUM 133MHZ(EIDE) **£1599.00**
- PENTIUM 150MHZ(EIDE) **£1649.00**
- PENTIUM 166MHZ(EIDE) **£1749.00**

FLOPPY DRIVES

- XL 1.76MB DRIVE**
 The award winning XL 1.76MB drive allows you to store 1.76MB on a high density disk.
- POWER FLOPPY DRIVES**
- 3.5MB SUPER XL DRIVE **£129.95**
- 1.76MB XL DRIVE EXT. **£69.95**
- 1.76MB XL DRIVE INT. **£75**
- 1.76MB XL DRIVE A4000 **£75**
- PC880B EXT. DRIVE **£49.95**
- PC880E EXT. DRIVE **£39.95**
- PC881 A500 INT. **£29.95**
- PC882 A2000 INT. **£39.95**
- PC883 A600/A1200 **£29.95**

STORAGE

- HARD DRIVES**
- 1 GIGABYTE IDE **£219.95**
- FOR OTHER SIZES PLEASE CALL
- JAZ 1GB REMOVABLE DRIVE**
 The omega Jaz drive is a fast reliable portable storage unit. It reads and writes to cheap and robust 1GB cartridges and is only the size of a small book. Includes Squirrel interface, tools, cables and one 1GB cartridge.
- JAZ 1GB DRIVE + CART **£499.95**

STORAGE

- VIDEO BACKUP 3**
 Backup to 520MB onto a 4hr VHS tape. Version 3 has new backup modes for Amiga's with a 68020 or higher CPU.
- VIDEO BACKUP SCART **£35.95**
- VIDEO BACKUP PHONO **£29.95**
- UPGRADE TO VERSION 3 **£20**

MEMORY

- PC1208 MEMORY**
 A1200 8MB RAM card which uses 1 x 32 SIMMs and is PCMCIA friendly.
- PC1208 BARE **£55.95**
- PC1208 4MB **£84.95**
- PC1208 8MB **£114.95**
- MEGACHIP RAM**
 Increase your Amiga 5000/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 2MB RAM and also now includes a 2MB Fat Agnus. No soldering is required
- MEGACHIP RAM 2MB **£159.95**
- MINI MEGACHIP 1MB **£99.95**
- MEMORY SIMMS**
- 1MB 30-PIN **£15.95**
- 4MB 30-PIN **£29.95**
- 4MB 72-PIN **£29.95**
- 8MB 72-PIN **£59.95**
- 16MB 72-PIN **£109.95**
- 32MB 72-PIN **£199.95**
- A500 MEMORY**
- A500 512K WITHOUT CLOCK **£19.95**
- A500 512K WITH CLOCK **£29.95**
- A500 2MB TRAPDOOR RAM **£89.95**
- A500+ 1MB **£29.95**
- A600 MEMORY**
- A600 1MB WITHOUT CLOCK **£29.95**
- A600 1MB WITH CLOCK **£39.95**
- GVP RAM **£159.95**
- 4MB GVP RAM **£459.95**
- 16MB GVP RAM **£459.95**

CD-ROM

The Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-1 and SCSI-2 interface, allowing up to six additional devices to be connected. What's more the Power CD-ROM features a 'Hot-Plug' which allows you to connect and disconnect the CD-ROM and any other additional devices even when the Amiga is switched on.

The CD-ROM drive comes with a SCSI interface, PSU, manual, audio lead, mains lead and software which includes Audio CD, CD32 Emulator, MPEG Film Decoder and Photo CD.

- A600/1200 x4 SPEED **£179.95**
- A4000 X4 SPEED EXT. **£149.95**
- A4000 SCSI INTERFACE **£129.95**
- SCSI CABLE **£10**

FREE WITH POWER CD
Diggers/Oscar/Chaos Engine
Personal Writer/Font Maker

RAPID FIRE

RAPID FIRE SCSI-II
 Rapid Fire SCSI-II controller card. Install up to 8MB on-board. For the A2000, A3000 and A4000.

SX-32

SX-32 is an internal add-on card for your CD32 and features: VGA port, RGB port, parallel port, serial port, external disk drive port (1.76MB), clock, controller for 2.5" hard disk and a SIMM socket (up to 8MB). Turn your CD-32 into a A1200.

- SX 32 CARD **£199.95**
- CD 32 32-bit and CD-ROM **£99.95**



SX32 + CD32
£289.95



M-TEC HD
£99.95



PC881
£29.95



X4 CD-ROM
£179.95



XL DRIVE
£69.95



EZ135 DRIVE
£159.95



MEGACHIP 1
£99.95



A500 2MB
£89.95



POWERSCAN
£89.95



GT-5000
£399.95



GENIUS TAB
£195.95



GLIDEPOINT
£59.95



RAM FROM
£19.95



SCANNERS



POWER SCAN 4
Scan in 24-bit at upto 200DPI (all Amigas not just AGA)*. Scan in 256 greyscales at up to 400DPI (all Amigas). Thru port for printer connection. Fully supports AGA chipset. Display HAM8/24-bit images on a non-AGA Amiga (via image conversion), full editing facilities included. Works with 2.04 ROM or above, min 1MB (recommend 2MB).

POWER SCAN 4 B/W £89.95
POWER SCAN 4 COLOUR £159.95
OCR (PURCHASE WITH SCANNER) £20
OCR SOFTWARE £49.95
POWER SCAN 4 SOFTWARE £20
PC INTERFACE + COL SW £29.95
PC INTERFACE + B/W SW £19.95

EPSON FLATBED SCANNERS
24-Bit A4 flatbed scanners, complete with software, cables and manual.

EPSON GT-5000 £399.95
24-BIT INC. POWERSCAN SW
EPSON GT-8500 £579.95
24-BIT INC. POWERSCAN SW
EPSON GT-9000 £729.95
24-BIT INC. POWERSCAN SW

FLATBED SCANNER SOFTWARE
Works with all Epson flatbed scanners.

POWER FLATBED SW £59.95

GRAPHICS

FLICKER FIXER
ScanDoubler II is a full 24-bit AGA flicker fixer which automatically de-interlaces all AGA screen modes and scan doubles non-interlaced PAL/NTSC modes to allow VGA monitors to display them.

SCAN DOUBLER II £399.95

GRAPHICS

GRAPHIC CARDS
CYBER VISION 64 2MB £239.95
VIDEO DAC (18-BIT ADAPTOR) £25
VGA ADAPTOR £15

GENLOCK

RENDALE
RENDALE 8802 FMC £149.95

GRAPHIC TABLETS

GENIUS TABLET
High resolution pen and cursor controlled graphic tablet, including cables and software. Power Template software includes templates for DPaint V, DPaint IV, AGA, PPaint 6.4. What's more you can create your own templates using this software (for any 2.0/3.1 compliant software). When using the cursor it will emulate a 3 buttoned mouse.

GENIUS TABLET 12 X 12 £195.95
INC. PEN, CURSOR AND POWER TAB/TEMPLATE SOFTWARE

GLIDEPOINT
Intuitive cursor control at your finger tips. 'Tap' for an instant selection. Connects to the Serial port. (This is not a graphics tablet)

PRINTERS

EPSON PRINTERS
STYLUS PRO £439.95
STYLUS 500 £179.95
STYLUS 500 £259.95
STYLUS 820 £145.95
STUDIO II SOFTWARE £49.95

ALL PRINTERS INCLUDE CABLE

MONITORS

MICROVITEC 1438 14" £289.95
PLEASE CALL FOR OTHER SIZES

HI-SOFT

HI-SOFT PRODUCTS
SQUIRREL SCSI £59.95
AURA £79.95
MEGALOSOUND £29.95

SURF SQUIRREL
Surf Squirrel offers an even higher SCSI performance, auto-booting, and ultra-fast serial port. Surf Squirrel is the ideal expansion peripheral for your Amiga 1200. Please call for more information.

SURF SQUIRREL £99.95

SQUIRREL MPEG
Squirrel MPEG allows you to play VideoCD and CDI CD-ROM's. Squirrel MPEG brings high quality digitally mastered images and 16-bit stereo sound to you and your Amiga.

SQUIRREL MPEG £199.95

GVP

GVP GURU ROM V6
A SCSI driver for all Series II host adaptors and accelerator cards for all Amiga computers. Please call for further information. For GVP only.

GURU-ROM V6 £49.95

GVP HC-8 SCSI
ASCSI hard card which can fit 8MB of RAM on-board.

HC-8 SCSI CARD £99.95

IO EXTENDER
Zorro II card that provides an additional serial port, parallel port and connection for optional RS422 and RS232 port.

IO EXTENDER £69.95

CD TITLES

AMINET SET 3 £34.95
AMINET 12 £12.00
AMINET 13 £14.00
ONLINE LIBRARY £29.95

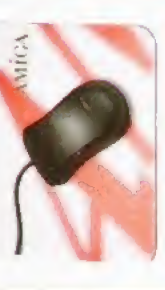
MODEMS

ACEEX V32 14.4 NOT BT APP. £79.95
X-LINK V34 28.8 BT APP £149.95
ALL MODEMS INCLUDE SW AND CABLES

AMIGA MOUSE

AMIGA MOUSE AND MAT
Official Amiga mouse and mat.

AMIGA MOUSE + MAT £12.95



CHIPS & SPARES

1 X 4 SIMM STATIC COL. £25
1 X 4 DIP £25
256 X 4 DIP £5
1 X 1 DIP £5
CIA £12
GARY £19
PAULA £19

DENISE £19

SUPER DENISE £25

KEYBOARD IC £12

FAT AGNUS 1MB £19

FATTER AGNUS 2MB £29

PRINTER CABLE £6

RS232 CABLE £6

SCSI EXTERNAL £15

WORKBENCH 3.1 A500/2000 £90

WORKBENCH 3.1 A4000 £95

ROM SHARE DEVICE £19

2.04 ROM CHIP £25

HEAVY DUTY 200w PSU £49.95

FOR ANY SPARES REQUIRED PLEASE CALL

DBISCAN 4000

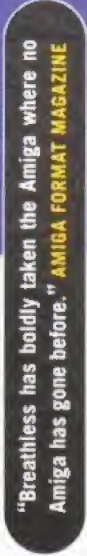
Flicker Fixer for the Amiga 4000
DBISCAN 4000 £189.95

BREATHLESS



FEATURES
256-AGA COLOURS
3D RAYTRACED GRAPHICS
360° FIRST PERSON PERSPECTIVE
20 AWESOME LEVELS
MULTIPLE WEAPON SYSTEMS
REALISTIC LIGHTING EFFECTS
ATMOSPHERIC SOUND & MUSIC
HD INSTALLABLE
AVAILABLE FOR THE A1200/4000

BREATHLESS (A1200) £24.95



"Breathless has boldly taken the Amiga where no Amiga has gone before." AMIGA FORMAT MAGAZINE



"At the moment there's nothing like it. This game plays as well as it looks" 92% CU AMIGA MAGAZINE

TERMS

PHONE ORDERS
We accept most major credit cards and are happy to help you with any queries.

CHEQUES/POSTAL ORDERS
Ordering by cheque/PO please make payable to POWER COMPUTING LTD and specify which delivery is required.

WARRANTY
All Power products come with a 12 month warranty unless otherwise specified.

TECHNICAL SUPPORT
Help is on hand with a full Technical Back-up service which is provided for Power customers.

MAIL ORDER PRICES
All prices listed are for the month of publication only, call to confirm prices before ordering.

EXPORT ORDERS
Most items are available at Tax Free Prices to non-EC residents. Call to confirm prices. BPO orders welcome.

MAIL ORDER TERMS
All prices include VAT. Specifications and prices are subject to change without notice. All trademarks are acknowledged. All orders in writing or by telephone will be accepted only subject to our terms and conditions of trade, copies of which are available on request.

PLEASE CALL IF YOU HAVE ANY QUERIES

ALLOW UP TO 7 DAYS FOR CHEQUES TO CLEAR



POWER COMPUTING LTD
44A/B STANLEY ST. BEDFORD MK41 7RW
TEL 01234 273000 FAX 01234 352207
<http://www.powerc.com/>

NAME ADDRESS POSTCODE

TEL. NO. SYSTEM CREDIT CARD NO.

DESCRIPTION SIGNATURE

TOTAL (INC. DELIVERY) £ ISSUE NO.

EXPIRY DATE

DELIVERY:

2-3 DAYS £2.50

NEXT DAY £5

SATURDAY £10

MIN DELIVERY £2.50

